VOLUME 2 JANUARY / FEBRUARY 2000 ISSUE 10

NEW AGE GAMING SOUTH AFRICA

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NAG 1999 AWARDS
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GABRIEL KNIGHT 3
THEME PARK WORLD
SWAT 3
DINO CRISIS (PSX)
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ED's Note

Well Done!

Well what can one say without saying it all, welcome to 2000 and a big well done to everyone and anyone reading this... you made it. No doomsday, no fiery pillows (or is that pillars) and thankfully no aliens floating around in city sized space ships. Now of course I'm writing this last year, which I shouldn't tell anyone because if something Armageddon-like does happen there will be no magazine anyway and these words will perish in the fiery hell to follow. However, being the optimistic type I'll go with what I have here. Right, now I've done my traditional bit on the New Year, blah, blah etc. and so on...

The next 1000 years

Do you realise that in a thousand years time the people of that age will look back on us as barbarians in much the same way as we look back at our great ancestors. They'll laugh when they discuss the fact that we still used DVD for entertainment. They'll cry when they consider telephone-line based Internet access. They'll chuckle about how slow our supersonic travel and Pentium chips were and they'll quote that during the last millennium how clever they were by going from supersonic from Paris to America to the speed of light from Earth to the next galaxy. This all has a point, eventually, and here it is... To try and conceptualise what games might look like in the next ten years is hard enough, so trying to guess what they'll look like in a thousand years time is a little beyond my limited imagination. What will a simple thing like processor speed look like, will the chip manufacturers in that age have to invent a new speed category altogether purely because the good old MHz doesn't cut the mustard anymore? The thing is, it's really beyond anything you or I could come up with, as an example try and think how you'd go about explaining a computer to someone born in the year 1014. The good news is that many of us will be fortunate enough to experience some of these technological leaps and bounds in a single lifetime. The bad news is, think of what will arrive on the scene ten years after you're dead and buried. I believe technology - the hardware and the subsequent software that always seems to follow it around, will evolve into something they'll term in gaming magazines in the future as Mind Immersion. Think about the advances in medical science and then computer hardware, we've all seen the movies - it's an inevitable merging of technologies. The only question that remains is this - will it still be a game? The only sure thing is that everything is getting faster, smaller and easier to make by the day and as the exponential technology tree grows larger by the hour games will keep getting better and better until they are no longer games anymore but something else. It's going to be an interesting journey from here on in and one can only hope they discover the fountain of eternal youth before nature makes that last big call.

Michael James, Editor

The hook

I'm very pleased to announce that we will be starting a brand new department next issue going by the rather clever name of 'Developers Blueprint'. The section will take a long (12 month) look at how to program your own game. It's not going to be vague or hard to understand but instead it'll provide you with all the tools you need via the cover CD, all the theory behind the thinking and all the practical hands-on information necessary to starting and finishing an entire game. It's not going to show you how to program your own 3D engine but if you do spend a little effort and time you might just have a smart little arcade shooter on your hands that could even get published on our cover CD. Think of the fame and recognition you'll receive and who knows it might just be the start of something serious. The very talented Travis Bulford will be hosting the section, so you're getting it from one of the best, so to speak. There it is, now make sure you get the next issue and stop talking about making that great game and actually do it - it's called follow through.

The line and sinker

As you can see we won't be starting the New Year with a major overhaul of the magazine as we do that every third month or so [*groan, Big Ed*]. What we will be doing is what we've been doing from issue number one - providing the South African market with the best and most up-to-date reviews, previews and gaming news we can get our hands on. It's all done locally so you pay a local price. The edition you're holding in your hands is a collector's edition and should anyone present a copy of this issue of New Age Gaming to the editor at that time on 1st January 3000 he/she/it will receive a free antique mouse mat.

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SOUTH AFRICA'S OWN GAMING MAGAZINE
AN
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Once again we bring you all the latest and hottest news, fresh off of the industry tongues. So fresh, in fact, that CNN phones us for tip-offs...

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22 Generation K
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50 Bargain Buys
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76 The Demo Scene
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We solemnly dedicate this page to all those poor souls who are not able to keep up with their new year's resolution not to cheat.

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Hardware

H A R D W A R E

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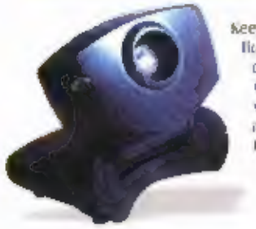
Well, the hardware keeps flowing in, and we keep reviewing it. It seems that the producers of these wonderful items just haven't realised that Christmas is over!
This month we feature keyboards, speakers and more.



Keep the information flowing with web cam technology. Check out our views on these and other devices in the hardware section.

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Possibly the most highly anticipated game of the year. Quake 3 Arena certainly proves worth the wait. See the review on pg

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Quake 3 Arena
Wheel of Time
Tiberian Sun
Final Fantasy VIII
SWAT 3
Gabriel Knight 3
Star Trek Hidden Evil
Anitelam

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Half-Life Opposing Forces
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Creative Labs

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Wheel of Time Pg 44

At last, it is here. Quake 3 Arena! Check out all the Quake 3 goodies we crammed onto this month's cover disk!

It seems that right at the time of writing this collection of web happenings, the only thing that is actually happening on the web is a euphoria surrounding the slew of new games that are hitting the shelves. Which just goes to show that, despite all the possible discussions that could take place, all the controversial topics that deserve, nay, demand discussion, computer users still prefer games to anything else when it comes to newsworthiness. Oh well, we have to get our kicks somewhere.

Obviously, one of the hottest gaming related topics is Quake 3, the long awaited and much praised FPS from id software. It would be point-

less to go into any great detail about the vast number of sites springing up on a daily basis that dedicate themselves to this masterpiece of mayhem. However, one particular site did grab our attention, and deserves a mention. Entitled Gamemarks, it can be found at www.guy-maulkin.com/mkx/gamemarks and features some rather amusing looks at Quake, or, more specifically, the game's fans. Gamemarks promises a new comic strip each day, and will certainly tickle more than a few funny bones. Created by Firmac and ox, these cartoon strips feature an off-beat sense of humour, and enable us to take a lighter look at ourselves, and the strange obsession we have with this most excellent game.

One very valuable aspect of the Internet is the ability it grants us to learn about upcoming products long before they hit the shelves. These sagas of information gathering can get quite obsessive, but do allow us a blow by blow gaze into the world of game development. One site that offers a look into the process and timing behind the much anticipated Baldur's Gate 2 is the official Black Isle developer's site, situated at www.blackisle.com. Of note, however, is the fact that Baldur's Gate is not the only project based on Advanced Dungeons & Dragons' Forgotten Realms setting that Black Isle has on the go. As it turns out, two more titles, namely Icewind Dale, and Neverwinter Nights. Of course, the anticipated Planescape: Torment, is also a Black Isle project based on an AD&D setting, and can also be accessed from this site. See, it is important to keep up to speed with these things - you never know what you'll learn.

Speaking of AD&D, those that are in the know, and those that want to be, frequent www.wizcom. This site is dedicated to Advanced Dungeons & Dragons, and is created by the people that invented the game around two and a half decades ago. This is the place to stop off at if you want to find out about what's going on in the realm of the world's most popular role playing game. And, of course, aside from announcements, product news and other interesting information, you will be able to learn a bit more about the Forgotten Realms and Planescape!

For those old cronies out there who still remember the heady days of the old black Atari TV game console you'll be happy to know that, thanks to Hasbro Interactive, the days of Centipede and Missile Command are on their way back! Yes, that's right - Hasbro has decided, in conjunction with Atari, to resurrect many of the old original classics from the Atari range, for use on modern equipment. All the information you could possibly want on this new range can be found at www.hasbrointeractive.com/atari. But wait!

There's more. Just for a bit of fun, four of the games that are being re-released, namely Centipede, Missile Command, Break Out and Frogger have online versions for your enjoyment. Check it out for all the fun and excitement. Finally, here's an interesting thing for local gamers to take a look at. It's called 2nd Hand Games, and it will prove to be quite a wonderful resource for collectors of gaming software. Located at www.2ndhandgames.co.za this site was put together to allow gamers to buy, sell and swap software and hardware with people from around the country. Also available are announcements on new products, notice boards and the like. Also, a 'games wanted' section allows you to try and find that piece of software that you've always been looking for. This electronic classified will certainly prove very useful in the future! Oh, yes, and check out the King Moose section - hopefully you will never see your own face there!

NAG's site of the month

Well, you asked for it, and it's finally here. The call for a NAG website has been huge. So huge, in fact, that we finally decided to get a bunch of reprobate page designers together, chain them to chairs of various descriptions, and make them produce a page for our loyal readers. In fact, the slave ship ambiance, with Soul Assassin pounding the drum, Storm cracking the whip, Shryke screaming encouragement and RedTide sipping martinis above decks was quite homey and sweet.

But seriously, this month's web site of the month is Prophecy, which can be found at www.prophecy.co.za. Although this is not a bone fide New Age Gaming web site per se, it is an affiliated site - in other words, Prophecy and NAG are quite literally hand in glove in the whole endeavour.

So what does this long awaited web site contain? Is it the holy grail of local gaming sites? We like to think so.

Here you will find reviews, previews, feature articles and similar, taken from the sage and holy pages of New Age Gaming Magazine.

But wait, there's more for the discerning surfer to find at this most wondrous of web sites. From this very place you will be able to download demos, patches, movies and all those other wonderful things that we pack onto our cover CD. These archives will come directly from our CD archive, so if you missed it before, you'll be able to get it here!

Prophecy and New Age Gaming stand together in their dedication to South African gaming and the South African gamer. You can always be assured of good quality, up to date information from this site, written by those who know and love the industry.

So, what are you waiting for? Get your feet wet and surf on past Prophecy, for reliable, solid and fresh gaming information!

BITS & BYTES

Westwood's Next Big Game

Westwood's attempt to usurp Blizzard from the Action Strategy pedestal they created comes by the way of Nox. The main villain Hecubah a beautiful sorceress, makes Diablo look like a kindergarten teacher [*my kind of girl, Ed*]. You are the 20th century saviour of Nox - summoned to the land in a cosmic accident. Being from Earth, you are the only living being on Nox that may touch a magic Orb in the possession of the wicked-evil queen of the undead - Hecubah. You must find this Orb and harness its power in order to construct the staff of oblivion and defeat Hecubah. It all sounds simple enough but if Westwood's track record is anything to go by then this title is going to be anything but that. The feature list is impressive with a Quest Generation System, more than 100 unique spells and weapons, devious tactics, multiple spell combinations, deadly

weapons and magical items for a new and deeper Action/RPG experience. The game is due for release sometime in March and we'll be bringing you a full preview and review closer to the time.

Appeal for Outcast 2

Infogrames and Appeal have recently signed a deal on the sequel to Outcast, considered one of the better games released in recent memory. The first game, an action adventure, followed Cutter Slade as he explored the parallel world of Adelpha while on an important mission to save Earth. Outcast 2 is currently being planned for release on all the major next generation consoles including the PlayStation 2 and PC sometime towards the end of 2001. The first game offered players a richly detailed world put together by the imagination of the developers and a stunning,if slightly blocky, Voxel based graphics engine. For the sequel, it is generally predicted that the developers will do away with Voxels in favour of good old-fashioned polygons. This decision won't surprise too many people considering just how far 3D polygon based graphics engines have evolved over the last year. Whatever they decide,

Outcast 2 is going to be hot property, it's just a pity about the wait... 2001, that's years away!

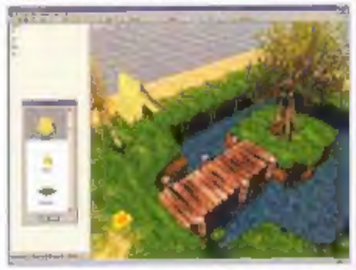
Chris Taylor's Dark Dungeon

The creator of Total Annihilation, Chris Taylor along with Gas Powered Games and Microsoft

have let it slip that they've been working in secrecy on a new game project for more than a year. The game, Dungeon Siege, an action fantasy role-playing game will plunge players into an enormous and continuous 3D fantasy world never before seen in the genre. For the first time, Dungeon Siege will combine the engrossing elements of a role-playing game with the intense action of real-time strategy. You'll begin the game with a single character and must travel through the land gathering a party of allies, before embarking on a quest to stop all things evil. The game offers players the flexibility to decide on completing the quest alone or with a large multi-character party. The game will run using the developers proprietry 'Siege Engine' technology, which should result in a fully interactive world of immense size and scale both on top of the ground and under it. The game should arrive sometime in 2000, until then happy dreaming.

DarkStone Editor

Delphine Software have announced that they will not be releasing an add-on pack for their role-playing game DarkStone but will rather release a level editor on the Internet early in



2000. The official line goes something like this. "The quest editor will allow you to create your own quests. As a separate tool, you will be able to create a scenario using a graphical interface, create and place rooms and levels, objects, enemies, add text, add voices...The editor will contain a 3D object editor which will give you the possibility to create, import and texture your own 3D elements to use in your future quests Based on elementary automaton (or state machine), you will be able to create simple or sophisticated quests easily. A debug mode will allow you to test your quest in the game. Quests will be playable in solo and multiplayer mode." The developers are hoping that the editor will breath some new life into the game. They have also indicated that they will be setting up a new area on their web site to deal with the deluge of user maps and quests.

More from id Software

For many, the idea of a Diablo inspired id Software title sounds like a dream come true, well you can start holding your breath as that little fantasy might just come true. Graeme Devine, project leader for the next id Software title had this to say about Diablo and inspiration, "Diablo was one of those games that we got one copy at the office, and then two, and then by the evening the game was out I think seven people had gone and purchased the game and we were playing two games locally and going on down level by level. The first time we came across "the butcher" we literally got butchered within seconds of opening that door. The next time we opened the door and ran around screaming with him coming after us, I think it took us around 3-4 hours to kill him off (of course, once we were levelled up and went back into the game, one whack and he fell down). My interest is to make a game where the 3-4 hours, the running around screaming, and the sheer excitement of not knowing what's down the next stairway carry on for longer than the experience of Diablo. A

DM can do a lot to make this happen and I think we can introduce those into the game and stop players from getting so powerful so quickly and affect their view and abilities in other ways than sheer damage and armour protection." Just try and imagine an amalgamation of Quake 3 Arena and Diablo II and you could quite possibly have the best idea for a game ever. It's definitely going to be a long wait until the next big thing arrives from id Software.

Sacrifice

Shiny's little secret is out with news on a new real-time strategy game for the masses, which is slightly out of their normal area of expertise. Prepare to battle your way through a magical universe of spells and mana, tackling the very essence of multiplayer enjoyment. Strangely enough it has been likened to the Command & Conquer series but in a total 3D environment. With the likes of the imaginative Dave Perry from Shiny around anything is possible and from the looks of it they intend to make a big noise about Sacrifice in the near future. We will keep you updated over the coming months on

this one. In the meantime you can have a look at www.sacrifice.net for a little more information.

Sudden Strike

Set in the World War II era, Sudden Strike is set to start the New Year off with a big bang. The game promises to authentically reproduce the World War II experience using a real-time strategy game engine. Players will be able to re-enact a number of historical and fictitious battles including the landing in Normandy and

the capturing of different European cities. Some of the more impressive features include up to a thousand units for each scenario, numerous destructible objects such as bridges, houses, fortifications and trees and the faithful reproduction of all original units, Russian, German, French, American and British. Whatever the details Sudden Strike certainly looks interesting and should be out early 2000.

The Glyphs

It looks like Quake 3 Arena has started something with multiplayer only games, developers Cell are building a multiplayer only game using Raven's Heretic II engine (a modified Quake II engine). The game will be called The Glyphs. Cell plan to release the game before the end of the year and will then pass the game onto the Heretic II community to continue development of maps and player models. Once the game has been released the original

team will continue supporting the code as they receive feedback from the community. The rest of the team will then start working on a new game using the Quake 3 Arena engine. The Glyphs will be released as a free add-on and in more surprising news it will have a story line. We'll have to wait and see what Cell are able to squeeze out of the dated Quake 2 engine - it might be old technology but we always say check for a pulse before burying anything.

New Department

In the next issue of New Age Gaming we'll be starting a section called 'Developers Blueprint'. It is all about how to go about programming a computer game, it will run for about 12 months and after that we'll be giving away a prize for the best 'reader' game of the year and publishing the game on our cover CD.

New Age Gaming Price Comparison

Game Title	Incredible Connection	CNA Interactive	Toys R Us	Reggies
Dino Crisis (PSX)	R 469.00	R 459.00	R 489.00	R 490.00
Spyro 2 (PSX)	R 369.00	R 349.00	R 489.00	R 380.00
Crash Team Racing (PSX)	R 369.00	R 349.00	R 379.00	R 290.00
WCW Mayhem (PSX)	None	R 329.00	R 380.00	R 370.00
Theme Park World (PC)	R 299.00	R 299.00	NA	NA
Quake 3 Arena (PC)	R 329.99	R 299.00	NA	NA
Gabriel Knight 3 (PC)	R 299.99	R 299.99	NA	NA
SS: Star Fleet Command (PC)	None	R 299.00	NA	NA

Release Lists

New Age Gaming takes no responsibility for the accuracy of this information. Any of the release dates may be changed if the developer deems it necessary. The only official shipping date that most developers give these days is, "When it's done!"

PC Release List

January

03 - Adrenaline Vault - EA
03 - B17 Flying Fortress - HASBRO
03 - Crix 2 - FOX INTERACTIVE
03 - Fading Suns: Noble Armada - RIPCORD
03 - Flash Point - UBI SOFT
03 - Giants - INTERPLAY
03 - Halo - BUNGIE SOFTWARE
03 - J. McGrath Supercross 2000 - ACCLAIM
03 - Magic the Gathering Gold - HASBRO
03 - Monopolization - VIACOM
03 - Risk II - HASBRO
03 - Road to Moscow - UBI SOFT
03 - Silent Hunter II - MINDSCAPE
03 - Sphinx - EA
03 - Wall Street Tycoon - UBI SOFT
10 - O.A.W.: Elite Edition - TALONSOFT
13 - F13 from Stephen King - INTERPLAY
14 - Mission Impossible - INFOGRAMES
17 - Amen: The Awakening - GT
17 - Dukes of Hazzard - SOUTHPEAK
17 - Hidden & Dangerous: MP - TALONSOFT
17 - Hired Guns - PSYGNOSIS
17 - Imperium Galactica 2 - GT INTERACTIVE
17 - Official Formula Racing 99 - EIDOS
17 - Rising Sun - TALONSOFT
17 - Team Fortress II - HAVAS
18 - Border Zone - INFOGRAMES
18 - C&C: Tiberian Sun Firestorm - EA
18 - Final Fantasy VIII - EA
21 - 1602 A.D. - GT INTERACTIVE
25 - F-18 Super Hornet - INTERPLAY
31 - Diablo II - BLIZZARD

February

01 - Felony Pursuit - THQ
01 - KISS Psycho Circus - G.O.D.
01 - The Sims - MAXIS
01 - Star Wars Force Commander - LUCAS
15 - Die Hard Trilogy 2 - FOX
15 - Heavy Metal FAKK 2 - [illegible]
15 - NOX - EA
15 - ST: Klingon Academy - INTERPLAY
15 - Superbike 2000 - EA
18 - Comanche 4 - EA
18 - Deus Ex - EIDOS
18 - IHRA Drag Racing - BETHESDA
20 - Soldier of Fortune - ACTIVISION

*International Release Dates

PSX Release List

January

03 - Big Mountain 2000 - SCEA
03 - Messiah - INTERPLAY
03 - NBA In the Zone 2000 - KONAMI
03 - NBA Shoot Out 2000 - SCEA
03 - Panzer General Assault - MINDSCAPE
03 - Roadsters - TITUS
07 - MaCross VF-X 2 - BANDAI
17 - Fear Effect - EIDOS
17 - K-1 Grand Prix - JALECO
18 - Army Men Sarge's Heroes - 3DO
18 - Caesars Palace 2000 - INTERPLAY
18 - Crusaders of Might & Magic - 3DO
18 - Road Rash Jailbreak - EA
18 - Tenchu 2 - SCEA
25 - Armorines Project - ACCLAIM
25 - J. McGrath Supercross 2000 - ACCLAIM
31 - Railroad Tycoon II - TAKE 2

February

01 - Carmegeddon - INTERPLAY
01 - Colin McRae Rally - SCEA
01 - International Rally - KONAMI
01 - Jeff Gordon XS Racing - ASC GAMES
01 - NHL Blades of Steel 2000 - KONAMI
08 - Team Buddies - ACTIVISION
14 - Formula One 99 - ACTIVISION
14 - MTV Music Generator - ACTIVISION
14 - South Park Rally - ACCLAIM
15 - All Star Tennis 99 - UBI SOFT
15 - Fighting Force 2 - EIDOS
15 - LEGO Racers - LEGO MEDIA
15 - Die Hard Trilogy 2 - FOX INTERACTIVE
15 - Fighter Destiny II - SCEA
15 - Jackie Chan Stunt Master - MIDWAY
15 - LEGO Rock Raiders - LEGO MEDIA
15 - Rayman 2 - UBI SOFT
15 - Test Drive Le Mans - INFOGRAMES
15 - Test Drive Rally - INFOGRAMES
15 - Tron Bonne - CAPCOM
15 - Urban Chaos - EIDOS
15 - WWF Smackdown - THQ
17 - March Madness 2000 - EA
21 - Renegade Racer - INTERPLAY
23 - Gran Turismo 2 - SCEA
23 - Tiger Woods: PGA Tour 2000 - EA
25 - Spec Ops Stealth Patrol - TAKE TWO
28 - Formula One Racing 99 - EIDOS

*International Release Dates

In Passing...

70 Million PlayStations

Sony Computer Entertainment (SCE) recently announced that it has sold 70 million PlayStation units worldwide since its launch on 3rd December 1994. The big figures look like this, Japan 16.77 million, North America 25.94 million and Europe 27.33 million. SCE expects to ship an additional 17 by the end of this fiscal year.

Final Fantasy IX

The next instalment of this popular role playing game has been pushed back until June or July in Japan, meaning the game might only hit Western territories some time in 2001. Rumour has it that Square, the game's developers, are trying to avoid competition with their other project Dragon's Quest VII, another popular role-playing series.

1 Million Joysticks

Microsoft announced that it has shipped its one millionth Sidewinder Force Feedback Pro Joystick (launched in 1997), making it the best selling force feedback controller for the PC. "I think it's a key milestone in force feedback history," said Microsoft SideWinder lead product manager Chris Bull. "What started as a trend two years ago has grown into an industry standard, and we are very proud of our role in that accomplishment."

Star Wars RPG License

Wizards of the Coast has signed an exclusive licensing agreement with Lucas Licensing to publish tabletop and role-playing games based on the popular Star Wars universe and the three Star Wars prequels. Wizards will also be creating a unique line of accessories as part of the agreement, but don't get too excited just yet, the first products are only expected to ship sometime in the middle of next year.

Quake III Arena Sales

Based on Activision's internal sales data, id Software's Q3A is off to a strong start, selling 50,000 units in its first three days on store shelves. Q3A is the third installment in one of the most successful gaming franchises to date and is noted for its revolutionary 3D engine. This deathmatch-oriented sequel features both single and multiplayer action. The title went on sale in the U.S. and Canada on the 2nd of December 1999.

Online Gamers Association

The Online Gamers Association is the new independent body representing the interests of those who play multiplayer computer games across the Internet. The OGA will support competitors at all levels from casual amateur players right through to those who play professionally. Their objectives are: To serve as the voice of online gamers, to further the quality and appeal of online gaming and to provide enhanced gaming services through their partners. At this rate it looks like online gaming might just feature in the next Olympics. Check out http://www.theoga.com/ for more in depth info.

Earth 2150 game

Interactively fun by adding our on the line will be a United a The gam with its be able vehicles changes the Earth Pro over those become. "I will be his will spectac tures and day/night stan- landscape that windst these of the gam ground structure that up to with a based virtual b

Kirt of Cavedog ship impendi cial exp strategy

The Iron Creon, a on the la contrasti Darien, p ence and come to introduce strategy fo tions as t Plague is besides th expansion the player a whole r and turns the game couple of

Earth 2150

Earth 2150 is the upcoming real time strategy game from European-based TopWare

Interactive and it's looking to break the mould by adding so much detail you'll feel like you're on the battlefield 150 years in the future. There will be three playable races, Eurasian Dynasty, United Civilized States and Lunar Corporation. The game sports a total 3D engine complete with real terrain deformation, players will even be able to dig trenches that enemy troops and vehicles can't cross. The environments will also change appearance throughout the game. Since the Earth is constantly getting closer to the sun, over the course of the game the landscapes will become more barren and hostile. The ground will become parched and cracked, and lava will spew from the Earth's core as the temperatures on the surface rise. There's a realistic day/night cycle, fog will roll in or out over the landscape depending on the time of day, and windstorms will kick up at random. All of these effects will actually affect how you play the game. There will be sea, air, and underground units, and you'll be in charge of constructing them all, or if you like you can leave that up to the computer. Earth 2150 will ship with a full editor, so you can build your own virtual battlefields to battle it out on.

Kingdoms Expansion Pack

Cavedog Entertainment have announced the impending release of The Iron Plague, the official expansion pack for their fantasy real-time strategy title Total Annihilation: Kingdoms.

The Iron Plague will introduce a fifth race, the Creon, arriving on the scene fully competent on the land and sea and in the air. The Creon, contrasting with the magic using clans of Darien, prefer the more clinical qualities of science and technology and feel the time has come to challenge the balance of power. The introduction of a new race in any real-time strategy title will have far reaching implications as to how the game is played. The Iron Plague is due for release in March 2000 and besides the new look civilisation, the game expansion pack will include 25 new single player maps and 25 new multiplayer maps and a whole new storyline with plenty of twists and turns. One other thing, if you already own the game it's worth a visit to www.cavedog.com for updates, patches and a couple of new things to download.

John Romero Loses Daikatana

Dallas, Texas was the site of a major upset recently as legendary game designer John Romero lost to a 20-year-old gamer in the final round of a Deathmatch tournament. After hosting a month of preliminary competitions and eliminations on Mplayer.com (using the Daikatana demo), Eidos and Ion Storm brought the four finest Daikatana players - Gauss (Philip Marcus), Golden (Eric Hong), grindage (Brad McKelvie) and Messiah (Phil Kennedy) - to Dallas to engage in a double-elimination competition. The winner would receive an over-clocked and loaded out 800 MHz PC and a host of other prizes. The winner would also get a chance to engage John Romero in a head-to-head final match and try to win a specially moulded Daikatana sword. After three gruelling rounds, Messiah, a college student at the University of Central Florida, remained the last man standing. And then went on to do the unthinkable... he beat Romero at his own game - who had far more familiarity with the game map - five to four in

the ultimate challenge. When asked what happened, Romero could only reply, "The kid is good." "I got lucky," Messiah explained as he collected his prize. According to Ion Storm, Daikatana will finally appear on store shelves late January, ripe for the reviewing.

Sid Meier's Secret Game

Firaxis has made a surprise announced that game designer Sid Meier is currently developing a strategy game about dinosaurs set in prehistoric times. This will be the latest in the new 'Sweep of Time' series, which includes the very successful Alpha Centauri and Civilization titles. The game will be published by Electronic Arts, and should be officially named early next year. As usual no specifics have been offered yet, but you can go along and visit the related site at http://www.firaxis.com to read Sid

Meier's thoughts on why he wanted to design a game about dinosaurs, and what the game might be like. We can hardly wait for this one - more news will follow.

jUSt cHARTs

With the Christmas season officially over we can look back and see what the titles were that filled Christmas stockings over the silly season. As expected, the charts are filled with no less than 15 newcomers as the local distribution network kicks in line with the overseas releases. No surprise at the top of the PC charts with Age of Empires 2 firmly entrenched at the top spot due to the large support for the title in SA. Somewhat surprising to others (not to me) is the number 2 slot that Pharaoh occupies, it seems as though building cities is a favourite past time of the gamers out there. It is nice to see Eidos back in the fray, who would have got money on Lara not to make the charts, and Revenant makes a surprise visit. The PC charts offer a balanced mix of local distributors showing the local support for differing products.

Budget is the calling on the PSX charts with 2 Platinum titles on the list. Tekken 3 Platinum lead the list of excellent candidates with strong competition from FIFA 2000 and F1'99. Surprisingly WWF Attitude maintains and NFS 4 revisits the wall. See you next month...

Incredible Connection — CNA Interactive

Local Charts based on official sales of the above retailers.
DATE 20/12/99

Local PC Charts

Position	Name	Last Month	Total Months
1.	**Age of Empires 2** - Microsoft - Crew/SDO	1	1
2.	**Pharaoh** - Sierra/Havas - Crew/SDO	New	New
3.	**Tiberian Sun** - Westwood - EA Africa	2	3
4.	**Flight Sim 2000 Standard** - Microsoft - Crew/SDO	New	New
5.	**Tomb Raider 4** - Eidos Int. - Crew/SDO	New	New
6.	**FIFA 2000** - EA Sports - EA Africa	New	New
7.	**SWAT 3** - Sierra/Havas - Crew/SDO	New	New
8.	**Rainbow Six: Rogue Spear** - Redstorm - MMW/SDO	New	New
9.	**Cricket 97 Classic** - EA Classics - EA Africa	Re-entry	Re-entry
10.	**Revenant** - Eidos Interactive - Crew/SDO	New	New

International PC Charts

Position	Name	Developer - Local Dist.
1.	**Age of Empires 2**	Microsoft - Crew/SDO
2.	**Quake 3 Arena**	id/Activision - MMW/SDO
3.	**Jagged Alliance 2**	Talonsoft - Gamemaxx
4.	**Raider's Gold**	Bioware - MMW/SDO
5.	**Alpha Centauri/Alien Crossfire**	Firaxis/EA - EA Africa
6.	**Homeworld**	Relic/Sierra - Crew/SDO
7.	**Unreal Tournament**	Epic/GT - MMW/SDO
8.	**Half-Life/Opposing Force**	Valve/Sierra - Crew/SDO
9.	**Fifa 2000**	EA Sports - EA Africa
10.	**System Shock 2**	Looking Glass - EA Africa

Local PlayStation Charts

Position	Name	Last Month	Total Months
1.	**Tekken 3 Platinum** - Star Kinekor Int.	New	New
2.	**FIFA 2000** - EA Sports - EA Africa	New	New
3.	**Formula 1'99** - Star Kinekor Int.	New	New
4.	**TOCA Touring Car 2 Platinum** - Star Kinekor Int.	New	New
5.	**Tarzan - Disney** - Star Kinekor Int.	New	New
6.	**Tomorrow Never Dies** - EA Africa	New	New
7.	**Final Fantasy 8 - Squaresoft** - Star Kinekor Int.	New	New
8.	**Croc 2** - EA Africa	New	New
9.	**WWF Attitude** - Acclaim - MMW/SDO	?	2
10.	**Need for Speed Road Challenge** - EA Africa	Re-entry	Re-entry

International PSX Charts

Position	Name	Developer - Local Dist.
1.	**Final Fantasy VIII**	Square - Star Kinekor Int.
2.	**Resident Evil 3 (Nemesis)**	Capcom - Star Kinekor Int.
3.	**Ridge Racer Type 4**	Namco - Star Kinekor Int.
4.	**Driver**	GT/Reflections - Crew/SDO
5.	**Metal Gear Solid**	Konami - Star Kinekor Int.
6.	**Tomorrow Never Dies**	Black Ops/EA - EA Africa
7.	**Syphon Filter**	989 Studios - Star Kinekor Int.
8.	**Shadow Man**	Acclaim - MMW/SDO
9.	**Tony Hawk's Pro Skater**	Activision - MMW/SDO
10.	**No Fear Downhill Mountain Biking**	Codemasters - MMW/SDO

The Devil Made Me Do It

With the New Year just beginning, RamJet throws caution to the wind and takes on a very touchy subject.

Any comments or replies (or general slating) can be sent to: rampage@nag.co.za

Well, it seems that we have entered the new Millennium without so much as a whisper of the Apocalypse that was supposed to occur, according to some of the more radically religious elements in our society. I had a party, of course, while they were hiding under their beds praying fervently. It would seem that there is something of an upswing in religious mania these days, and I was actually expecting some half naked, bell ringing lunatics wandering around the streets wearing sandwich board signs emblazoned with slogans like "The End is Nigh" and "Repent, Foul Sinners." They would have been good for a laugh, at least.

Which sort of takes me, via the scenic route, to my point.

However, before I get there, I would like to point something small out to the average reader, who will, as a matter of course, take whatever is said here in the worst possible way and start sending me E-mail accusing me of being in cahoots with the antichrist. What I would like to say to these individuals is, read carefully. Understand. Comprehend. Think.

Okay, so, here we go... and this is something that really bites my ass. There seems to be some kind of strange idea that games, be they role playing games, computer games, or whatever, are some kind of Satanically inspired plot to ensnare the hearts and minds of everyone who experiences them and turn them into willing servants of Satan, Beelzebub, Baal, the Whore of Babylon and that strange old geezer down the road who eats cabbage and farts a lot. According to these people and their annoying little flyers that get jammed into your face at every street corner, gamers are some kind of weak minded sheep who are easily lead to 'darkness' through their association with these activities. And it doesn't stop there. In fact, it gets pretty damn stupid. Aside from the obvious victims, like heavy music and horror novels (which have had their fair share of accusations levelled at them) there are a few other targets for these zealots to aim at. When last did you see a He-Man cartoon (remember him... "By the power of some or other Skull" and all that?). Been a long time, right? That's because they don't make them anymore. Why not? Quite simply because pressure from certain quarters, which insisted that this was a "Satanic cartoon" resulted in the series being pulled. Oh, yes, and I bet you didn't know that the Smurfs were Satanic, too? Of course they are, because old Grandpa Smurf is a wizard! This kind of stuff gets me madder than a [*... word we shouldn't publish, Ed. How many times must I tell you?*] rat. What do these people want? A society of passionless, unimaginative robots? A generation of people incapable of free thought? A whole population of bland, boring, brainwashed people? Apparently they do, and they're trying hard to get it.

But why aim at these targets? Because they are easy targets. See, the majority of the population doesn't understand much about any of these elements that are deemed as Satanic. And it is human nature to condemn that which we do not understand, which makes it so much easier to pick on 'alternative' past times. Should these people actually remove their heads from their rectums and investigate the subject completely (not just referring to their thumb suck brochures) they may actually realise that they are dead wrong. They would see that they are being spoon fed that which they should find out for themselves. They will see that all the 'evidence' is circumstantial, spurious and contrived. Games are nothing more than just that: games. They are a past time, a form of entertainment, and we - by we I mean gamers - use them for enjoyment, excitement and relaxation. We do not worship them. We do not revere them. We, quite simply, enjoy them, because we have been given the ability to imagine, experience and enjoy a great deal of things. I issue a challenge to everyone who believes this rubbish. Go out, and find out for yourself. Go and investigate, and formulate your opinion. You don't have to tell anyone about what you discover - just do it for yourself and whatever conclusion you reach, fine. As long as it's your own, not one fed to you on a spoon. Get a brain. Stop being a sheep led around by the nose, and learn to think for yourself.

It gets quite silly at times, really. Take this very magazine that you hold in your sweaty little hands, for example. We receive endless letters wondering about the nature of the magazine, due to the name New Age Gaming. New Age. It must, obviously, be religiously connected, right? Of course. The fact that it deals exclusively with computer games, and that this article is probably the first and only religiously oriented piece of writing that will ever be published in it is completely besides the point. It is a given that, because the name of the magazine contains the words 'New Age' that it has to have a religious connotation. That's called taking things at face value, or 'judging a book by it's cover,' if you need a cliché to dig through the fluff on the inside of your skull. The same standard gets applied to everything listed above. But remember, the cliché above is incomplete. It should read 'don't judge a book by it's cover.'

Now, before you jump on your high horse and start spamming me with E-mail calling me all sorts of horrible things, realise this: this article is in no way a criticism of religion, in any way, means or form. Religion, no matter which (with a few obvious exceptions) is an incredibly positive force. It is one of the bindings of modern society, and its importance can never be understated, or underestimated. All that I ask is this - think. You were granted a very powerful tool for deduction and reason by your deity of choice. It is situated between your ears, and can prove invaluable. Isn't it something of an insult to the creator if you don't make use of it?

RAMJET

BACKCHAT

Thank you to everyone who wrote in this month. Unfortunately we cannot reply to all of the letters we receive, but we do read them all. You can send your letters and e mail to the addresses on the postcard. Please remember to include all your details when you write in or we can't send you your prize should you win. Don't ask us to change your prize or magically convert it into cash. As always, the Editors decision is final and that's that. Any arguing will be dealt with violently!

Well done to Leon Myburgh who wins our letter of the month - keep the questions coming. Until next month...

Backchat
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Alberton
1449

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Can a Help?

My friends and I are keen on the idea of developing games. But we lack a little thing called programming knowledge. Sure we have the basics but the best I could do there is flashing disco lights. Then my one friend read in one of your issues about a gaming bible. Now we don't seem to have our facts straight. So I would be much obliged to you in filling in the blanks for us. For example is there such a thing, and if there is what do you put into something like that? As I said our programming skills are at a minimum so if you can shed some light on the gaming bible we would really appreciate it.

Some People
E-mail

I can and will help. Firstly the term gaming bible is a term we reviewers used to refer to everything about games, the jargon involved, the three letter acronyms like RPG and FPS. It's an ancient book that only the very few and privileged will ever get a glimpse at. The other "bible" we've mentioned is a design bible, a phrase coined by people like John Romero, and this refers to personal notes, pictures and scraps of paper used when designing and putting a game together. This we don't have and it's something that needs to be created before writing the first line of programming code. How I can help is by telling you and everyone else out there that we are officially starting, in our March issue, a new section called Developers Blueprint, where the developers respond, our readers. We'll be starting at game step by step with the help of the very talented and intelligent Travis Bulford from Twilight Productions. The objective is to teach you how to make a game and when the 12 part series is complete we'll be giving away a huge prize to the best entry. So don't forget to reserve your copy, you won't be disappointed.
Ed

A good argument

I was reading the Ed's notes on multiplayer in the November edition of NAG and I must fully agree that putting a super nail gun to a human players head and hitting that fire button has never been so fun and amusing, anyways what I was thinking is what it would be like if we here in SA had to take on a few boys from America in a not so friendly game of Quake. I would try them and then stand over their arrogant bodies and proudly pump more lead into their once living corpse, then run off into the distant passages laughing about my recent kill and then probably get my head blown off by a shotgun at close range. Yes I know with the lag that's pretty much impossible but hey I can dream can't I? I am sure one day we can all log on to Quake with a small memory of that once irritating bug known as lag.

Mario
E-mail

Only now am I starting to understand how some people link violence and computer games together...
Ed

Gaming in the future

In which direction do you think gaming will be going in the future? Sports, RPG, platform, FPS, or whatever else? Most South Africans seem to like sports games the most these days. Will this continue? I think that maybe we will get totally multiplayer games in the future (not like Quake Arena, the whole game would be online. All the characters and people would be real. New areas and objects could be added to the game online.) This would be especially great in adventure games or quests. What do you think?

Willem
E-mail

If citing a game like Black & White as an example then I'd say it's impossible to predict the future of gaming. So many new ideas are surfacing almost everyday, but I believe 50% of it will be based around hardware, 40% on remakes, clones and sequels and around an optimistic 10% will be truly revolutionary. It's a tough call but ultimately as the hardware gets better so will the games. I also believe the on-line play is going to play a major role in the future. I'm happy with anything that arrives these days as long as they don't forget the single player game in the flurry of online and multiplayer concepts.
Ed

In need of advice

I am an IT student who is currently looking for work this year while I finish my final year. For the past month I have been enquiring about job vacancies at a number of places. The general response is "I am sorry, but we don't employ entry level people!" Now my problem is that I don't have the necessary experience, and my second problem is that no one will give me a chance and hire me. Catch 22. I don't have experience, so I can't get a job, but I can't get a job so I can't get experience. Is there a solution to my dilemma?

Jason
E-mail

I believe this is more commonly known as real life, it's a sad picture but believe it or not almost everyone going into the field has the same kind of problem. As far as advice goes, keep trying and don't give up. I told my first interviewer that I'd been using computers since I was eleven and that was more experience than his entire IT staff put together - I got the job, but then I'm usually quite lucky. As the saying goes, it's all about being in the right place at the right time...
Ed

RE: one of your letters

I'm just writing in response to a letter that was published in your November issue, from a guy called Justus Ortlepp, about getting a casual multiplayer gaming club together. I think it's a great idea! What I'd really like for you to do is just forward this e-mail on to him if you can, as I and one or two of my friends stay in the Randburg area too and might just be interested in joining his club if he manages to get it off the ground.

Quinn Reynolds
E-mail

Will do, I don't like using the letters section for this kind of thing, but our offices are in Randburg and I'd like to see this thing happen as well. So, to all the gaming people of Randburg, this is your local gaming authority telling you to send in your details and I'll go about putting everyone in touch with everyone else. I also promise to solve the worlds overpopulation problem by getting all able bodied men to play more with their computers and less with their wives - vote for Ed.
Ed

Re-playability of games

Please add a re-playability value to your NAG rating system. In addition, in games that are campaign based can you please state if the campaign is mission based or dynamic. The problem is I spend 14 to 16 days a month playing computer games up to 18 hours a day, and it seems today's games have no replay value at all. Take Outcast and Mechwarrior3 for instance the second time around it is still the same - everything is in the same place every time. I have most game companies never heard of dynamic campaigns where life goes on even if you miss some objectives? What really pains me is that you people give these games high ratings even though you must realise they are lacking in re-playability value and most of them can be completed in a few days even on the hardest level. A person is losing money by spending R300 on a game because you gave it a high rating of 80% only to find out it is the same every time you start playing it from the beginning. I am buying new games every month only to find out they're not worth it.

Anonymous
E-mail

We do have a re-playability score in the rating bar, it's called continuity. Besides that, it isn't all that easy to generate new missions or put together a dynamic campaign for every game. It is something developers should be taking a long hard look at but for now we'll just have to make do with what we have.
Ed

Hormones and Hexes

The mention of the classic game, Barbarian, in the November issue of NAG dredged up some distant memories. One of the things that I remembered was the novel choice of a male or female character. The female character wore little enough to cause a stir on South Africa's conservative beaches at the time. Paging through the magazine, I noted how many of the games involve (in varying degrees) scantily clad... ahem... babes. It seems that not everything has changed at such a dramatic rate in our industry. A recent movie-trailer for Duke Forever promises more strippers and hints of an improbably proportioned female character. As the Tomb Raider series has progressed, Lara's clothes seem to have shrunk, her waist narrowed and her bust grown. One begins to wonder if your glossy pages are not designed to be drool-proof. Before I am misinterpreted, let me acknowledge that in no way can NAG be singled out. Clearly this is characteristic of the marketing campaigns of the computer game industry. Cries for censorship or other controls are missing the point. The market has recognized the demand for these aspects to be included in games and accented in advertisements. We, the gamers, are the cause of the trend. Having said that, I honestly can't see that anybody wants to watch the awful washing powder adverts, yet they keep coming back with Zombie-like resilience. Also of note is that the adverts and games are largely tailored for the US market. It is possible (if not plausible) that the South African gamers have just been carried along with the tide. South African oriented releases would surely include a level for Unreal Tournament where the aim would be to maim and kill Australian Sportsmen, perhaps running around in their underwear? As it is, I'm expecting a Christmas add-on for Tomb Raider with Lara barely dressed as one of Santa's sexier Elves.
Evan Barbie's famous breasts have been reduced, and a Disabled Barbie is due for release. Are similar changes overdue in our beloved world; are the changes needed?

David
Port Elizabeth

Interesting point on the tide sweeping through South Africa, but marketing at the end of the day is aimed at people, these "people" are mostly young males so it was only a matter of time that sex was used to sell, yet again. With everything said, thankfully or should that be hopefully, down the line people will soon figure out that just because a game features a tightly packaged sexy virtual character doesn't mean it'll be fun to play. Tomb Raider was an exception, and somehow started this trend quite by accident, they're just milking the cow now but people are already getting bored. Where to next, perhaps a pet rock revival? Changes are needed in everything but trying to force change will get you nowhere.
Ed

Five Things

After all these years there are still some things about the gaming industry that bother me. First, I can't help feeling that should games cost less I for one would buy more. This in turn would undoubtedly lead to more units being sold (also less piracy), and although at a lower price, generate far greater income for producers and retailers alike. Second, and a point with which I hope to generate some debate, is the question: How should we approach playing our games? Every month one or two purchase-worthy games are released. I more often than not end up buying all of them for fear of missing out, only to find myself hardly ever completing one of them before the next batch is released. I therefore end up stockpiling games that I'll never play. Would it therefore not be better to play one or maybe two games at a time (and accept that you can't play all of them), and finish them completely before buying again? Or should one rather employ cheat codes and use a walk-through to rapidly progress through and finish every game out there? Maybe games should even become shorter but of a higher quality, enabling one to complete them quicker and thus end up playing more games overall. Thirdly, many leading gaming magazines (both local and international) give contradicting scores to the same game. When only a ten percent variance is encountered, no problem, but when the same game scores 79% and 41%, respectively, the question beckons who do you believe? I guess the answer lies in trial and error - finding the magazine with which you agree. Alternatively reading the article, playing the demo and then deciding for yourself. Fourthly, and coupled to the third, is the principle of what I like to call, competitive scoring. What I mean is that the score that one game obtains is not always a true reflection when compared to other and sometimes even older games in the same genre. For example, way back Quake 2 may have achieved a score of 95% while Unreal only managed 93%. In other words, although Quake 2 scored more, Unreal may have proved the better game. I think when the game being reviewed is compared to other, similar games, a ranking mechanism should be employed. Finally, and believe it or not, some leading gaming magazines only manage to review a game once the game has already been released for a couple of months. By the time one reads the review and decides to purchase the product, no more copies are to be found (especially when the game is very popular). Sure new stock will arrive, but by that time your financial resources are probably tapped dry or new games have been released. I've experienced this bizarre situation on a couple of occasions before, but luckily no longer with NAG.

Leon Myburgh
Thornton

Thanks ... for the first winning letter of 2000, well done. Your idea on the pricing structure of games sounds like the miracle solution we've all been waiting for, maybe someone out there is listening.... hello, anyone? On your second point, how you play your games is up to you, perhaps someone else could shed a little light on this - what is the best thing to do, use the cheats, buy less games or stockpile them? In answer to your third point, reviews are largely about opinion, which is why reviewers need to have a solid background in playing games so their educated opinions are as close to the bone as possible, it's a lot like movie reviews, even though they are more about opinion than anything else. What you're getting in NAG is a considered opinion from a bunch of, dare I say professionals, with around 40 years of cumulative gaming experience. However, the bottom line is, decide for yourself, we only provide a unique service to gamers. On your fourth point, you are right and wrong all in the same breath, time relevancy equates to better games today scoring lower than similar but older games yesterday, trying to work out an accurate ranking system between all three versions of Quake is in itself impossible, not to mention how much debate would ensue. The best solution is to read the review for when it was written. Lastly, thanks, we really do spend many late nights sometimes bringing our readers the latest games first and it always pays off.
Ed

BACKCHAT

Plug

I have a Rugby 2000 website, and I would like to publicise it. I wanted to know if you have any ideas or suggestions of how I can get the public to know about it. I see all these other game fan sites with lots of people visiting each day. I know this isn't your job, but I would greatly appreciate it if you could do that for me. I would love to see people know about this game, and I am the only fan site that I know of which publicises this game. Do you think you could maybe just put the address in one of your magazines, too? I know I am asking a lot and you will probably agree with me, but hey, might as well get it all out before Quake III takes over. You can find the site at http://rugby2000.8m.com

Ryo
E-mail

Happy now? Prepare for a flood of traffic. To all the readers who do visit the site give this person some constructive feedback on what you think.
Ed

Backchat Volume 2 Issue 6

Your answer to DC Grobbelaar was unfair. There are a lot of gullible people out there. We are not all IT specialists. We are however consumers, always looking for the best price. Piracy exists because commodities are overpriced. Check the retail price (I stress retail) of software in the USA (available on the Net) and compare it to the SA price. The SA retailers are coining it! The software is not bulky, so shipping can't be too much. I do not know what the import duty is, so it is difficult to make direct comparisons. The retailer buys in bulk from US wholesalers (same as US retailers) and marks up - the difference is 30% above the average US price. Remember, the consuming public reads your magazine.

Barry Eslick
E-mail

Thanks for the letter, I don't think I was overly harsh with that letter and you really don't need to be an IT expert to figure out that a new release title selling at a flea market for under a hundred Rand might be just a little strange.
Ed

All figured out

I had an epiphany about your magazine. On the cover at the top of every magazine stands the month, issue and the year, example: July 1999. However, in essence this isn't correct, you are a month ahead. Bear with me a minute, an issue hits the shelves around the fourth or fifth of the new month, like July. But everything in the magazine articles, reviews, previews and so on, were written in June, so the issue should be called June and not July. And all the games in the magazine were released in June and not July. Yours is not the only magazine with this strange phenomenon. Is it just me or has the world gone mad?

Willie Kruger
Pretoria

The world has gone mad.
Ed

To whom it may concern

I wrote this letter to criticize what you call a magazine. The ink smells awful, the whole thing is badly put together (pages fall out due to the poor spine of the magazine). As for the stupid names your team call themselves, well what immediately appears in my mind are immature young children making up dumb names for each other. Oh, and by the way, why the hell are you raising the price of your magazine? It sucks anyway. I had better see some improvement or I'll be spreading the news about how poor your reference guide to the biggest piece of junk in the country is. Your rating system also sucks, what the hell were you smoking when you thought of it?

The wet sheep
Durban

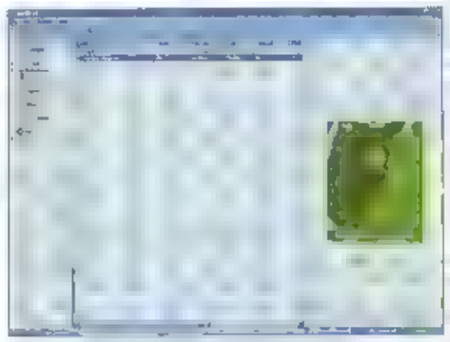
Thanks for your comments, note this is what I get up for in the morning, like I've always said there is nothing better than getting positive constructive criticism on what we do. You'll be happy to know that I've asked our printers to add a little natural fragrance to their ink and to use better glue for the spine. We've also all decided to change our handles back to our real names, we didn't think it was all that silly until you pointed it out to us, thanks for that. Based on your thoughtful insights into our financials I've decided to lower the price of the magazine and as a special bonus I've toned down that comprehensive list you provided of things that suck in the magazine. I've also secretly been wanting to change our entire rating system but now that you've highlighted its flaws ... yawn...
Ed

Please send all questions and any opinion related mail to:
Backchat
Please send all technical related questions to:
Backchat Technical

Last year in archives we spent a lot of time looking at the various old games from the 80's, and where they came from, the history behind them and who designed them. During that time I received loads of e-mails from readers asking about emulators purchasing these games. Well, seeing that the 80's thing is being revived all and the globe I thought we'd start the year off with a bang by looking at something that has brought back the nostalgia of old to the gaming world of new.

Multiple Arcade Machine Emulator

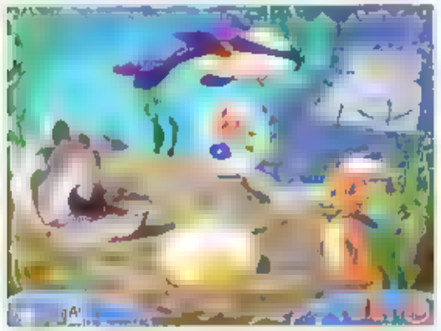
FINDS OUT YOU CAN'T TEACH AN OLD TRICK TO A NEW DOG...

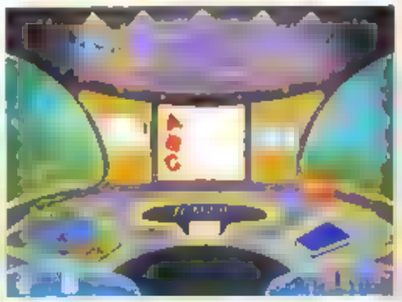


If you're going to learn how to read what better place could there be than under the sea. It's quite, comfortable and you never have to worry about being bothered by anyone. The only problems are the wet soggy pages, not having enough air and a fishy smell

Reading Blaster For Kindergarten

Knowledge Adventure's products have been making kids smarter around the world since 1983. Their all new Blaster series of educational and fun titles is no exception to this hard earned track record and choosing the right [illegible] for your [illegible] kindergarten [illegible] for kids aged between 4 and 6 with up to five levels of difficulty that can be set anytime during play. The game is all about finding lost treasure at the Aquatic Moon with a little help from your friends Max Blaster, Mel and E.C. The presentation is flawless and a colorful [illegible] sets the scene for the treasure hunting fun to follow. This titles main aim is to enhance reading skills through games and activities. The simple interface to the club [illegible] seems to have [illegible] a great deal of care and [illegible] through [illegible] menus and never once will you experience difficulty exiting one activity and entering the next. The voice acting is also well presented and is both naturally not plagued with accents and regional specific phrases or activities so it's well suited for the South African market. The game has two general areas, the main menu screen which you can access any of the five main activities and then there's the treasure Room (a submarine strapped to a [illegible] wheel) with all the fun stuff inside. As you successfully complete each activity you are awarded a star, collect five stars and you get the chance to find some treasure after completing a basic maze game. Although the maze game has some challenging elements such as selecting the correctly coloured fish to open the corresponding door the treasure room is filled with different activities starting with the message board - this activity allows you to create works of art using stickers. Next E-mail is Reading Blaster's version of E-mail and from here you can read [illegible] receive and send [illegible] to your new friends within the game world. The next activity is the Story Corner and here you can read a number of different books, which encourages kids to use words, they're [illegible] passing through the [illegible] also [illegible] and [illegible] keep [illegible] Overall the game is well designed and [illegible] might annoy is the [illegible] pickey since past any of the voice instructions and are forced to listen to every detail each time you play again and again. The [illegible] is also geared around being able to print so it's a good idea to own a printer to make the most of this title, especially [illegible] make use of the printing feature [illegible] stock up on those ink cartridges and paper.





Seahorse Race
A simple seahorse racing game where correctly choosing and [illegible] different shapes or letters makes your seahorse swim faster. Each win [illegible] a star.

Clamshell Scramble
[illegible] letters or words to spell a word or make a sentence. Clicking on a letter or word picks it up and from here you have to move it to the correct position below.

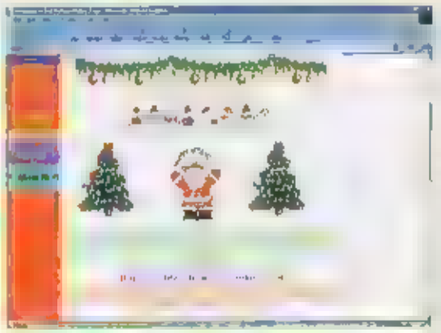
Letter Dive
In this game a series of letters in either upper or lower case appear on the extended body of Mel the robotic dog. You must click on and vacuum up the correct alphabetic sequence on letters floating around in bubbles before they reach the surface. If you can't get it right the game will help you by providing hints.

Hidden Pictures
Here you'll need to uncover a hidden image under the sea sand to earn a star. The idea is to select a category from the icons at the bottom of the screen and then click on all the pictures that belong to that category, for example you have to find all the insects or all the items of clothing.

Sand Dollar Matching
This is a matching game where letters, words, pictures or phonic sounds are hidden under sand dollars. The idea is to click on a sand dollar to hear or see what is revealed, now click on another and try and match them. Correctly matched pairs will vanish away while incorrect matches will flip back over.

Category: Education | **Ages:** 4-6 | **Internet:** http://www.blasternet.com | **System Requirements:** Pentium 90 MHz or Higher - Windows 95/98 - 16 MB RAM or more - 10 MB HHD - 1 MB Video Card | **Developer:** Knowledge Adventure | **Publisher:** Havas Interactive | **Distributor:** Crew (0[illegible]) 203-9100 | **RRP:** R 229.00

Kids NET

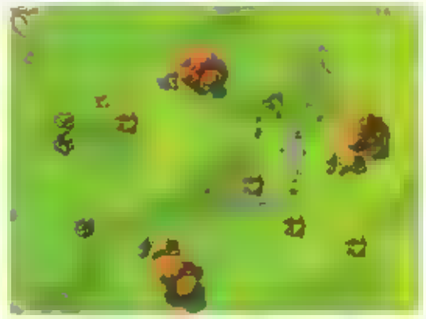


This innovative site caters for kids who eventually want to grow up and write a bestseller. The welcoming message encourages children of all ages to get creative and share stories with other kids from around the world. The site includes poems and stories with an 'under construction' puzzles section (read: wait and see!). The stories are lethally cute, here's a small example by a girl called Ellen, *Once upon a time, there was this crazy man. He was really crazy and he was funny too. When the man ate his dinner, he played with it. And when he played with it, he ate it like a pig. And when he went to bed, his mouth was messy and he got his sheet messy all over. And when he woke up, he looked like he had spaghetti and broccoli all over him. And every day.* The people who run the site are trying to encourage creativity and are always on the lookout for new material. So if you have any potential authors in the house you now know where to go. Enter this address in your Internet browser and start sending.

Disney have taken on the classic Breakout with their cheap and cheerful Paddle Bash, the best part about the whole deal is that you even get an extra game thrown in for free.

Paddle Bash

[illegible] that will keep children and adults occupied for more than a day [illegible] ever done to. The object of the game is to keep your puck in the playing field using just a paddle [illegible] the bottom [illegible] these blocks are made from stone [illegible] be destroyed and others are made of wood. Hitting a wooden block will extend a rope bridge [illegible] the field [illegible] points and at the end of the game the most [illegible] game. Occasionally special blocks appear that [illegible] make you get the higher your score. Bonus points [illegible] There is a bonus game included in the deal called Conga Long, where you must move [illegible] a small pack [illegible] and get animals to [illegible] a conga line. The more animals [illegible] the higher your score. Bonus points [illegible]

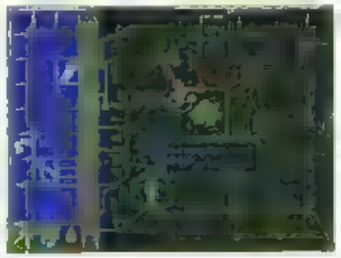


Category: Games | **Ages:** All Ages | **Internet:** http://www.disneyinteractive.com | **System Requirements:** Pentium 90 MHz - Windows 95/98 - 16 MB RAM - 15 MB HHD - 1MB Video Card | **Developer:** Disney Interactive | **Publisher:** Infogrames | **Distributor:** Crew (011) 203-9100 | **RRP:** R 149.00

Puzzle games are compelling for a number of reasons, they challenge the mind, they put free time to good use and they make you think you're smart if you beat them.

DR. Brain Puzzleopolis

[illegible] himself to be pure evil and fled to the city to carry out evil plans of destruction. The remaining clone, you, is the world's only hope. It's a weak story that just barely serves to tie together the several different puzzles the game has on offer. The basic objective is to move around [illegible] there are more options and [illegible] chances of [illegible] you're persistent enough it will provide a little distraction [illegible] The first puzzle is Bump Aeronaut where [illegible] through the cities skyscrapers which [illegible] generated by giant [illegible] Next is Crystal [illegible] crystals are covered up. Factory Tycoon [illegible] where you have to recon[illegible] machinery on the factory floor. To make life [illegible] virus killing, then [illegible] fun. The object here is [illegible] virus information [illegible] the bad guys [illegible] Lazarus [illegible] hands. It's simple, fun and very basic, so don't expect great graphics or innovation and you won't be disappointed.



Category: Games | **Ages:** 10 & Up | **Internet:** http://www.knowledgeadventure.com | **System Requirements:** Pentium 90 MHz - Windows 95/98 - 16 MB RAM - 5 MB HHD - 1MB Video Card | **Developer:** Knowledge Adventure | **Publisher:** Havas Interactive | **Distributor:** Crew (011) 203-9100 | **RRP:** R 229.00

Charts

1.	Disney Tarzan Action Game	Disney/Crew/SDO
2.	Jumpstart Preschool	Havas/Crew/SDO
3.	Pink Panther (Passport to Peril)	TCM Warehouse
4.	Jumpstart 1st Grade	Havas/Crew/SDO
5.	Disney Tarzan Activity Centre	Disney/Crew/SDO

Top Educational Sales dated [illegible]

Interplay, which is now part of the Virgin group, has been seen as the sleeping giant for many years. It is one of the few publishers to constantly release top-notch titles but for some unknown reason many of their releases inexplicably fail to make the mark. Baldur's Gate has been one of the company's biggest success stories in 1999, being in the top three selling games of the year, with even the follow up add-on disc outselling many games. The lucky few, a small collection of journalists, were privy to the unveiling of BGII SOA in the USA and although the project is not scheduled until mid 2000 what was shown was impressive enough to get everyone excited.

Baldur's Gate, which came from Canadian developer Bioware, is seen as the benchmark RPG [illegible] Black Isle, Interplay's [illegible] specialists [illegible] working [illegible] which will be [illegible] the same but bigger [illegible] more impressive! A spokesperson was [illegible] point out that [illegible] bringing [illegible] AD&D [illegible] pen and paper system [illegible] show up [illegible] be something special!

Players expecting vast changes to the setting and [illegible] will be glad to know this will not happen, for [illegible] is more [illegible] stronger ideas [illegible] more detailed look and strong scripting. From the first showing of the [illegible]

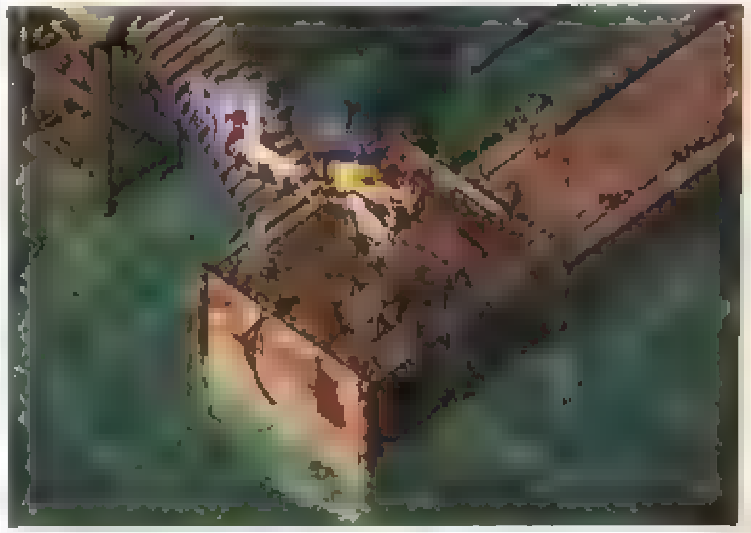
imprisoned you. An old friend, Imoen, helps you to escape where you [illegible] meet up with a group of friends. [illegible] home held [illegible] that same dark dungeon [illegible] first face [illegible] help free others and [illegible] when the game starts to put the player in [illegible]

Views

The first setting [illegible] world on the [illegible] discs [illegible] make up the game. They include the [illegible] Elven [illegible] underwater [illegible] Astral Plane, and even the nether regions [illegible]

selects [illegible] You will be able to form [illegible] planned [illegible] are defensive [illegible] will be [illegible]

automatically. A nice feature is a journal that will automatically chronicle your adventures [illegible] the quests you have agreed to [illegible] being able to annotate the map with [illegible] the player.

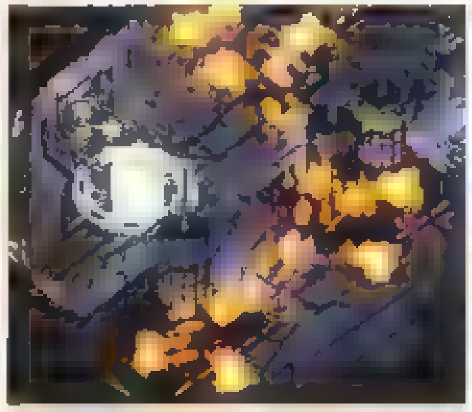


[illegible] diversity to the game, a point [illegible] The game is viewed from an isometric [illegible] view. Shadows of Amn [illegible]

Throughout the adventure [illegible] The game offers an intriguing mix of PC and NPC's who [illegible] you can get to [illegible] explained. Party members will be able to follow the party leader in a formation. The formation is determined by [illegible] to the leader [illegible]

One aspect of the game that was brought up a few times was the need to manage food and other minor actions like [illegible] you can carry. It appears that food rationing and other [illegible] events will not be part of the game that the players need attend to, for the character [illegible] and so you only have to focus on the main events. Money and especially [illegible] will be [illegible] for each player but hidden objects is a clever ploy [illegible] though others [illegible] the thieves [illegible] Rest is instantaneous but [illegible]

[illegible] the game takes off after a large confrontation. An unknown attacker assaults your Party, you are knocked unconscious, and wake up in a dark dungeon with no knowledge of how you got there or who has [illegible]



Interface

This remains close to the original with only minor changes but it does look nicer being more akin to the graphical surroundings making it merge more into the game instead of standing out. New options include 'rest' to aid game play

Time Out

BGII will contain over 100 hours of solo game play plus the multiplayer component from the original where up to six people will still be able to take part in the role-playing fun, progressing through the storyline as a party

Added Value

Over 20 new kits and classes have been added to the already extensive class list from Baldur's Gate to make BGII even better. There are 15 new NPC characters available to join players in their quest, along with hundreds of completely new creatures with access to over 130 new spells presenting over 300 in total! Hundreds of new items also add flavour to the game including the legendary Holy Avenger and the venerated Staff of the Magi. Higher-level character development and the exceptionally diverse combat proficiency system will allow for an expanded skill set including dual wielding or single weapon mastery. The AI of the game is one of the main areas that players will be pleased with.

They Say

"We will be adding new classes, spells and items, so that means we will be adding new rules to accommodate these additions".

Technology

Using BioWare Infinity engine which will support resolutions of up to 800x600. Full 3-D acceleration support will be provided through the popular API Open GL for a number of hardware accelerators.

They Said

'The game is in its very early stages even thought there is a lot to see. The actual size of the game has not been decided but even if it is the same play area size of the original game it will be bigger if we are going to ensure that there are no screens or areas where there is nothing going on. In the original game there were scenes in the game that were empty and lifeless! At present a figure of around 120 hours of game play is being targeted

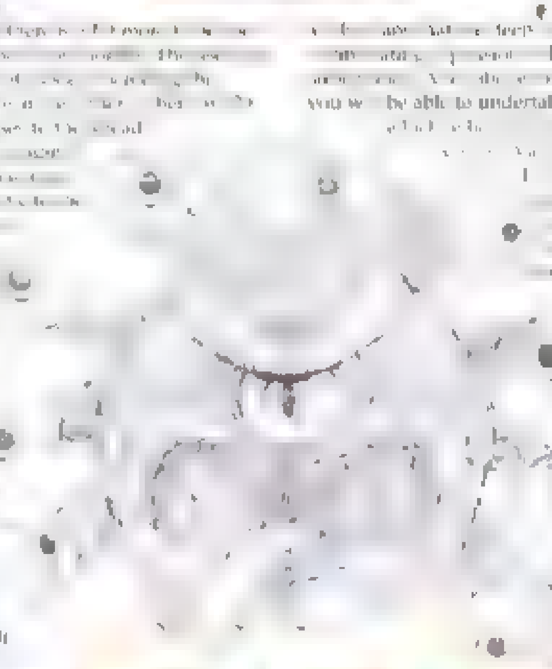
They Are

BioWare developed the original Baldur's Gate and Baldur's Gate Tales of the Sword Coast. Black Isle, a studio, is the division of Interplay Productions that developed Planescape Torment.

[illegible] wake up in the next [illegible] sleep [illegible] the list of playable [illegible] Schwartz, Elminster [illegible] and imposing than [illegible] the opponents in Baldur's Gate [illegible] Improvements to the [illegible]

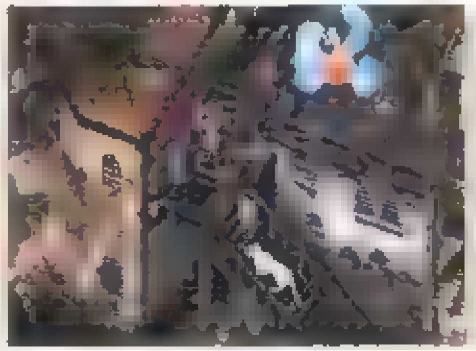
[illegible] play improvements such as better [illegible] to the multiplayer game should great [illegible] experience [illegible] players. It does not [illegible] combat wide selection of [illegible] items [illegible]

[illegible] you will be able to undertake an [illegible]



[illegible] It does [illegible] the extras that [illegible] high on the perfect [illegible] the game [illegible]

[illegible] but the focus is on game play [illegible] and the [illegible] daily representa[illegible] The original game sold [illegible] bigger [illegible]



Genre: Role Playing Game [PC]

Developer: Black Isle Studios

Publisher: Interplay

Supplier: Multimedia Warehouse
Tel: (011) 315-1000
Expected Release Date: March 2000

Internet:
http://www.www.interplay.com/bgate2.

THE NEW AGE GAMING SOUTH AFRICA 1999 AWARDS

1999 has been the year of revivals and sequels based on the list of titles that NAG has been entrusted enough to look forward. NAG takes this opportunity to offer its sincere apologies to the industries top games and products, concerning in the case of the Millennium. Unfortunately we weren't able to review the entire batch of end of year releases due to dodgy release dates, therefore we can only nominate those that passed through the NAG doors. Please note that all the nominations were thoroughly evaluated and all results stem from serious pizza and arm wrestling sessions that have at times left a few of our staff members scarred for life.

ACTION

Quake 3 Arena

NAG 93% - Multiplayer - Linux / PC

A highly debated winner but most certainly a deserved one. 'id' have once again outdone themselves with a superb graphics engine and masterly multiplayer gameplay. The debate will rage long but NAG is sure it has its champion for the genre.

Runner-Up: Half-Life - NAG 91% - Sierra Studios - Linux / PC

Nomination: System Shock 2 - NAG 91% - EA - DA Allegro

ADVENTURE

The Nomad Soul

NAG 94% - Eidos - Linux / PC

TNS is fundamentally a true epic adventure dotted with ample doses of other genres, making the scope and scale of the game beyond anything seen in 1999. NAG's choice is based on innovation, storytelling and pure enjoyment, something that TNS thrives on.

Runner-Up: Starsiege - NAG 88% - Sierra Studios - Linux / PC

Nomination: Colonial Marines 3 - NAG 91% - Sierra Studios

ACTION

Metal Gear Solid

NAG 90% - Konami - Sony Playstation Interactive

Metal Gear Solid takes the trophy in this category for providing a compelling experience that many have described as the perfect action game on the PlayStation.

Runner-Up: Bust Brothers - NAG 88% - Sony Interactive - Linux / PC

ADVENTURE

Dino Crisis

NAG 90% - Capcom - Sony Interactive Entertainment

The innovative puzzles that need solving and the inventory customisation suits all playing styles, add that all up and Dino Crisis comes out of the jostling for first position as the clear winner.

Runner-Up: Silent Hill - NAG 88% - Konami - Sony Interactive Entertainment

FIGHTING PSX — FLIGHT SIM PC

Falcon 4.0

NAG 89% - Hasbro Interactive - Microprose - DA Allegro

Another pizza session was fought out to ascertain that Falcon 4 was truly the king of the flyers, and whether the patches were allowed an audience. Not many people can argue the fact that the patches elevated F4 to one of the best flight sims ever produced and NAG agrees.

Runner-Up: F22 - NAG 88% - Falcon 4 - Linux / PC

Nomination: Mig Alley - NAG 84% - Sierra - Linux / PC

WWF Attitude

NAG 90% - Acclaim - Linux / PC

This follow up to the highly successful WWF Warzone is the definitive wrestling game on the market. Winning this game on what is regarded the fighter console shows the worthiness of the title.

Runner-Up: Tai Fu - NAG 89% - Activision - Linux / PC

ROLE PLAYING GAME

Planescape: Torment

UNDER REVIEW - Interplay - Linux / PC

The title that finally revived the corroding RPG genre in 1999. D&D role-playing based on the popular Planescape setting rekindled the desire that PC users had lost. This title is currently under review but is the convincing winner.

Runner-Up: Baldur's Gate - NAG 90% - Bioware - DA Allegro

Nomination: Silver - NAG 90% - Infogrames - Linux / PC

Final Fantasy VIII

NAG 77% - Square - Sony Interactive Entertainment

Attempting to find a worthy competitor to FFVIII is like trying to find fish on land. A new story and souped up graphics follow the challenge to the competing developers for 2000.

Runner-Up: Gallop a comical space brilliance

RACING

Rally Championship

UNDER REVIEW - Eutechnyx - Windows

Even though the review is currently still under construction, the title has done its rounds in the NAG offices and has impressed to no end. Some of the most sublime graphics and top-notch physics added to the electrifying fun of rallying creates endless fun and excitement.

Runner-Up: GP 500 - NAG 86% - Microprose - Linux / PC

Nomination: TOCA 2 - NAG 88% - Codemasters - Linux / PC

Driver

NAG 92% - Infogrames - Linux / PC

Driving has never been such fun by adding what can only be described as pure entertainment by getting espionage and big cylinder cars. Its pure gameplay connected with all at NAG.

Runner-Up: Need for Speed 4 - NAG 88% - Electronic Arts - DA Allegro

SPORT

Jack Nicklaus 6

NAG 93% - Activision - Linux / PC

Finally a golf game that has toppled 'Links' from its pedestal 'it' created. Beautifully rendered graphics and superb ball physics combine for some of the most compelling gameplay in a golf sim. The Course Designer included finally clinched the title for Activision.

Runner-Up: PGA 2000 - NAG 88% - Microprose - DA Allegro

Nomination: Brian Lara Cricket - NAG 89% - Codemasters - Linux / PC

Brian Lara Cricket

NAG 87% - Lara - Linux / PC

1999 must be regarded as the year of the cricket sim especially after the controversy of the World Cup. Codemasters managed to simulate the addictive nature of the sport with its TV style gameplay.

Runner-Up: Tiger Woods 99 - NAG 86% - EA Sports - DA Allegro

STRATEGY

Age of Empires II

NAG 97% - Ensemble - Linux / PC

Ever since NAG's escapades to E3 in May, we had been touched by all of our nominations. AOE2 finally won over the NAG judges with its depth of civilisations and its polished micro management. The Developers of AOE2 certainly listened to the gaming public needs and wishes and made the necessary additions and changes to the game making it one of the best strategy titles around.

Runner-Up: Homeworld - NAG 91% - Sierra Studios - Linux / PC

A very warm round of applause must go to the Developers of Homeworld for a thoroughly engrossing story and innovative gameplay that was only just pipped at the voting station by AOE 2.

Nomination: Phoenix - NAG 81% - Sierra Studios - Linux / PC

A personal favourite of many of the NAG staff, losing out by the narrowest of margins due to the strong contenders in this genre.

Hardware

nVidia TNT 2 Chipset

Runner-Up: Ultima Ascension

Runner-Up: Gravis Xterminator - Most Innovative; Creative Labs Desktop Theater 5.1; Terratec Digital - Creative Labs Sound / PC

Hardware

Sony PlayStation

Game of the Millennium

QUAKE III ARENA

Never before has there been so much anticipation for a title as there was for Quake 3 Arena. NAG's days are constantly preoccupied with Deathmatch and CTF sessions since the arrival of the review sample, and even then the staffs only Christmas wish was to receive a Collector's Edition copy (*which planet? Ed*). There can be only one and Q3A is it, the NAG Game of the Millennium. It should be played at every LAN, competition and social gaming event in the world, we know it will be!

NAG TOP GAMES OF 2000 PREDICTIONS

After sending our crystal ball in for a thorough service, we look deep into the depths of its reflection to predict the hottest games of the year 2000. We'll check back same time next year to see how we did.

10 Moslain (Sony Interactive)

9 Giants: Citizen Kabuto (Planet Moon Studios)

8 Initiative (Ion Storm)

7 Vampire (Nihilistic Software)

6 Warcraft 3 (Blizzard Entertainment)

5 Freelancer (Digital Anvil)

4 Black & White (Bullfrog Studios)

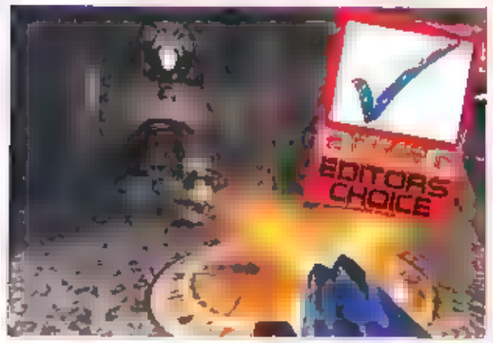
3 Duke Nukem Forever (3D Realms)

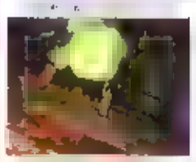
2 Baldur's Gate 2 (Bioware)

1 Diablo 2 (Blizzard Entertainment)

"BUT HONEY..."

Awards Ceremony





Soul Reaver

Dino Crisis

Gabriel Knight 3 Page 38
Return to GK's world of mystery and horror.
Wheel of Time Page 44
Fantasy action will never be the same again.
Soul Reaver Page 46
Lara good puzzling, impaling fun, what?
Dino Crisis Page 52
Who's afraid of the big bad... AAARCH!

Evaluation System

90 - 100
The ultimate achievement for a game to get over the magic 90%. It represents an auto-skill purchase. If you enjoy this type of game or genre. Also a good place to shop if you're tired of one kind of game and would like to broaden your horizons.

80 - 89
Any game reaching this status deserves your attention. Good in every way but just lacks that little extra that separates it from classic status. No game is ever perfect but some come very close and here is where you'll find them.

70 - 79
Tricky territory here. There is usually no good reason for not buying a game that scores in this range. Good games here suffer from a tired formula or lack of innovation. Technically flawless but just not very inspired.

60 - 69
Good solid games usually score around [illegible] or deviations or [illegible] but flaws or lacking features prevent these games from scoring anything better. Fanatical gamers or fans of the genre will probably love these titles.

50 - 59
Middle of the road. Games scoring here are average games, not too good and not too bad. Games like these usually end up in your Christmas stocking from well meaning but clueless grandparents.

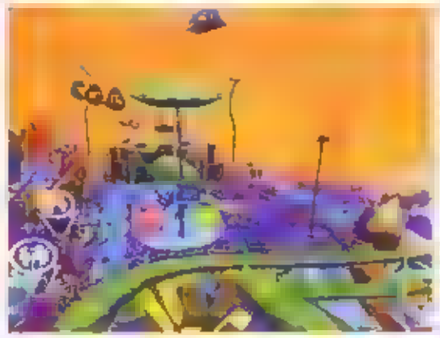
40 - 49
Very poor games fall into this range. Titles in this range may be but a few redeeming qualities rescue them from dropping into the next bracket. Sometimes worth a look if they fall in Rands what they scored.

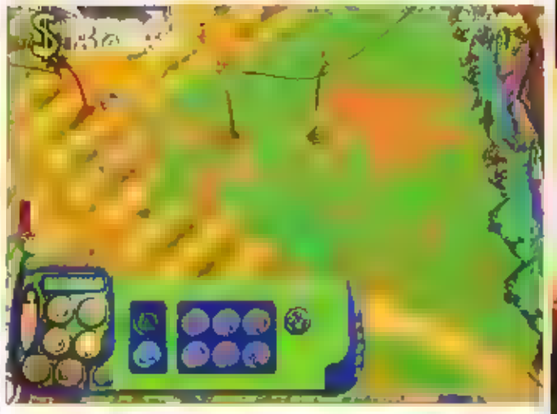
0 - 39
Any game scoring in this dreaded range is over worthy of bargo bin status. Avoid completely. On lower down the scale and these games just keep getting worse, although titles scoring in the single digits might be good for a laugh. It got 20% for doing something right after all.

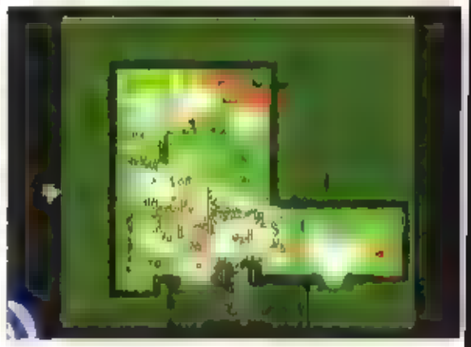
Instead of riding a desk from 9 to 5 everyday you've decided to build and run a theme park. You've gathered a little money together and bought a slice of land, you've made a sound investment and your future looks good, or does it? It's a really good plan except for noting staff, piles of vomit, dirty toilets and unhappy kids littering in your park. There always seems to be a downside to everything but at least now you can go on all the rides for free and you can always hire someone to deal with the staff, beat the kids and clean those toilets yourself.

Red Tide

theme PARK WORLD™







ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

GENRE	DEVELOPER	PUBLISHER	RELEASE	MINIMUM	RECOMMENDED
Theme Park Simulation	Bullfrog Productions	Electronic Arts	Electronic Arts Africa (011) 883-1213	Pentium 200 MHz MMX, 32 MB Ram, 4 X CD Rom, 4 MB Video Card, 300 MB HD, Windows 95/98 (DirectX 6.1)	Pentium II 300 MHz, 64 MB Ram, 16 X CD Rom, 8 MB 3D Accelerator, 300+ MB HD, Windows 95/98 (DirectX 7.1)
	Theme Park (Roller Coaster Tycoon)	Presentation (Ride Creation Graphics)	Limited Life (No Real Variation, Repetitive)		
	http://www.themeparkworld.com	R 299.00			

"While Theme Park World improves on the original a hundred fold and offers players a stunning sequel you can't help wondering how long you'll be playing it in the months to come. The fact that you can actually go on the rides makes up for this a little but like a real theme park, you won't be visiting it everyday."

GRAPHICS	SOUND	GAMEPLAY	VALUE	OVERALL
89	NA	86	68	84
90	92	87	75	

PC CD ROM

RedTide

NEW AGE GAMING

THE WAIT IS LONG, WAITING IS UNBEARABLE, THE THIRD COMING IS HERE WHEN IT HAS ARRIVED, SOUL ASSASSIN

QUAKE III ARENA

The most anticipated game of the year has finally graced our presence and Quakers all over the world are rejoicing. Quake 3 Arena is available offering some of the most spectacular graphics and sound that has ever been seen in any FPS game, not to mention fast action packed gameplay that is somewhere reminiscent of a blend between Quake and Quake 2. Of course no game can be absolutely perfect, but I must say that Quake 3 comes damn close!

Unlike its predecessors Quake 3 Arena has very little to offer the single player in far as a storyline goes, and this is its single biggest flaw. Although it has a story, the only mention you will ever find of it is in the manual and during the intro. I have quoted the story below since I know most Quakers never read the manual and this will probably be the only place they might actually get a glimpse at it.

"Untold centuries ago the Vadrigar, the mysterious Arena Masters, constructed the Arena Eternal for their own infernal amusement. Virtually nothing is known of these beings except that they savour the carnage and clamour of battle. As such, they have stocked the arena with the greatest warriors of all time. And you have just joined their ranks. As a gladiator in the Arena Eternal, you must not only survive, but also win each and every battle against ever more powerful opponents. Don't worry too overly much about getting "fragged". The Vadrigar won't be cheated of their favourite sport by a little thing like death. Those who fall are instantly restored to life and immediately thrust back into the battle, perhaps a little wiser for their misfortunes. When the dust, blood, and gibs settle, all warriors will have earned the right to battle again, providing further entertainment for the Vadrigar. But only the warrior who has fragged the most foes will be lauded as the Winner. The victorious gladiator advances to a more challenging array of arenas, until, at last, he or she faces Xaero, Lord of the Final Arena."

You will find no plot or anything like even remotely

This is a conscious decision that id Software made, and I for one agree with them. Be honest how many times did you play Quake 2 single player? Most of us played it through once and eventually it only ends up to be the place where you configure your keys quickly before entering a deathmatch

become an extension of the multiplayer aspect and in

and training ground for newbies and veterans alike to hone their skills.

In single player you explore 7 levels containing 4 maps to ultimately becoming the Champion of the Arena Eternal. These tiers make up the Arena Eternal where you take on 32 of the most devastating computer opponents (bots) ever unleashed in a FPS game. Each of them has their own weapons preference, skill level and style of play, and believe me when I say some of them just don't miss a shot. This can be frustrating but everything that is always a way to beat the bots. It is an excellent place to measure your skills as well as the perfect training ground if you need to practise, especially if you partake in Clan competitions or in the GLSA. I can even see it being used as a qualifier for gaining membership into Clans. "Send us a demo where you beat the bot named Storm... Umm sorry Xaero on Nightmare difficulty and we'll consider your entrance into Clan [NAG]" - Clan Leader.

That being said I have to caution everyone that if you buy Quake 3 Arena for its single player aspect and don't really enjoy multiplayer games such as deathmatch or CTF, you are buying the wrong game. Quake has always been considered THE multiplayer action game and Quake 3 Arena is no different. It is a full-blown network capable game offering the hottest multiplayer fragging action around, the way it was meant to be. Q3A supports TCP/IP and IPX/SPX for playing multiplayer games over the Internet and LAN respectively. Unlike Quake II there is more to choose from than just Deathmatch. Q3A ships with deathmatch, tournament, teamplay and CTF modes of play right out of the box. All maps have been categorized and evaluated for the different modes and picking one is a snap with the in-game map

plays a thumbnail picture of

Deathmatch hasn't changed in its concept and is still run, hide, frag and stay alive style gameplay. The only difference is the speed at which the game takes place. Id Software has listened to the community and made the speed of Q3A games to fall somewhere between Quake and

For the first time CTF is supported right out of the box and teamplay modes have become a favourite over the

as Team Fortress classic, Tribes and Quake in the past, making it. There is one major change from the Quake II style CTF however, namely the lack of a grappling hook. No longer can you zip in with the hook, grab the flag and grapple out. In Q3A CTF you require teamwork, without it you can kiss your chances of capturing a flag goodbye. In Q3A it requires a team to capture the flag, a flag carrier, and some serious backup players to cover the carrier's hide while he escapes. A point structure has also been implemented for CTF where you can score 'frags' for killing a flag carrier or defending a flag carrier depending on what your objective is. Unfortunately CTF lacks maps and 4 maps is hardly enough. For this reason the Q3A community have already started designing maps and currently they are coming in droves and can be downloaded from the Internet. For those who don't have the Internet be sure to check our Cover CD every month as we will be bringing you the latest [illegible] from the Quake community has to offer.

For the first time all the maps are totally multiplayer orientated and the id Software map designers should be applauded for their inventiveness. To say that the maps look absolutely spectacular would be an injustice. Curved surfaces are used to bring to life some of the most fantastic architecture, they even modelled a mouth complete with tongue on one of the levels. It doesn't sound too appetising but it does look spectacular. Most of the maps are the usual corridor type levels you would expect to find in FPS games, but then there are space based levels or as we like to call them "bouncy levels". These maps consist of platforms floating in space and are covered with numerous jump pads, no walls or statues to hide behind. Generally you are a moving target all of the time. One level even has complete platforms that move up and down in a continuous cycle acting like elevators. You either love the space maps or hate them, the reason being that you

your gameplay for these levels to survive.

Personally I love them to death and it's a fellow dream come true, so many targets bouncing around ripe for the sniping. In total there are 30 maps (20 DM maps, 6 Tourney Maps and 4 CTF maps) for your fragging pleasure, and there is a rumour that more maps are going to be released in an upcoming point release.

For some the weapons will be disappointing, for others the return of familiar weapons will be a blessing. Personally I believe the 'unsophisticated' nature of the weapons can be considered a boring. Anyone that ever played id Software's games will feel right at home with the familiar shotgun, rocket launcher, rail gun, grenade launcher, lightning gun and machinegun. The only newcomer in the Quake stable is the plasma gun and a modified BFG which hails from the Doom series. The BFG has drastically been modified to be the most potent weapon in the game. No longer does it have large area effect damage but now is a projectile weapon similar to the rocket launcher, which inflicts a huge amount of damage, and also has a rather large area of splash damage. Meaning if you stand fairly close to the area of impact you will take some damage.

The plasma gun on the other hand has a very rapid-fire rate, well suited for close quarter battles. The selection of weapons are well balanced and for the first time I see most players switching between almost all of the weapons depending on a specific encounter.

To say that the engine is spectacular would have to be an understatement. Id Software has really

The Legacy of id Software

First there was Castle Wolfenstein, which is considered the first FPS game, then came Doom and Doom II, the most popular FPS on the market. And even the last [illegible] of games, we saw Quake and Quake [illegible] introduced in a crippled state, very crippled unfortunately, but upward of community worldwide will help id to refine it. Today Quakers are a jaded lot, [illegible] with a gaming community that is set and to more [illegible] the foundation of id Software's success. Unfortunately the duo that established id Software has split up, and John Carmack is now heading up id Software while John Romero has established a new company named Ion Storm. It was a sad day when they split up, but Ion Storm is developing some of the most anticipated games today. Now that Quake 3 Arena is done, John Carmack is focusing on the next great engine codenamed Trinity which will be used for their next product.

gone the extra mile with all the graphical splendour and [illegible] engine. The new engine introduces support for curved surfaces, volumetric fog, translucency, environmental lighting, lense [illegible]

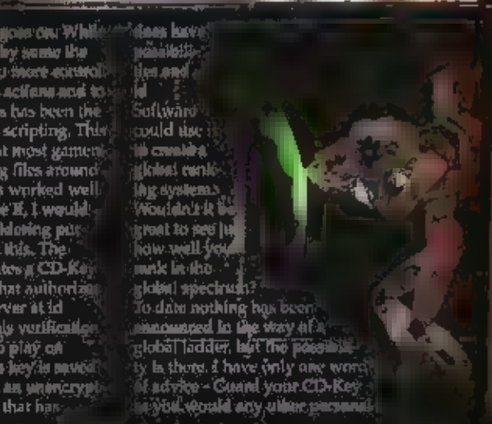
[illegible] models, as [illegible] colour. The rocket [illegible] realistic. Even when firing a rocket underwater the rocket trail disappears [illegible] replaced by [illegible] bubbles as it goes [illegible] to its target. As for the player models and skins all I can say is WOW! They are [illegible] even incorporate animated textures as well as glows.

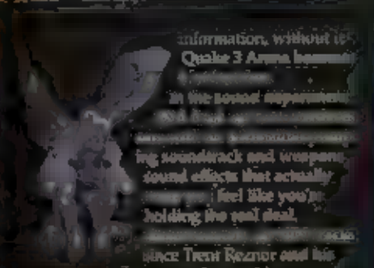
The only bad news about the Q3A engine is that it does require hardware acceleration and quite a decent card if you want to turn on all the bells and whistles. [illegible] expected that the card will work with almost any 3D accelerator I would [illegible] minimum of a Voodoo 3 or TNT based 3D accelerator, and if you can afford the best card around for Q3A is a nVidia GeForce 256 based accelerator. The game also requires a hefty [illegible] and the stated minimum is 64MB. Quite a large chunk, but definitely worth it if you're a die hard Quaker. The most interesting feature introduced into the actual physics of the game that totally changes the dynamics of gameplay is the new jump pads. These pads are very predominant on the space levels and once in the air you have a certain measure of control and can strafe slightly left or right and even decrease the speed at which you are moving. Admittedly Id Software has scaled down the control from the last versions, but it can still save your hide on numerous occasions.

WEAPON: GAUNTLET	WEAPON: MACHINEGUN	WEAPON: SHOTGUN
DAMAGE: 50	DAMAGE: 8	DAMAGE: 10
PROJECTILES: NA	PROJECTILES: 1	PROJECTILES: 11
TYPE: CONTACT	TYPE: IMPACT	TYPE: IMPACT
RADIUS: 0	RADIUS: NA	RADIUS: NA
SPEED: INSTANT	SPEED: INSTANT	SPEED: INSTANT
WEAPON: GRENADE LAUNCHER	WEAPON: ROCKET LAUNCHER	WEAPON: LIGHTNING GUN
DAMAGE: 120	DAMAGE: 100	DAMAGE: 24
PROJECTILES: [illegible]	PROJECTILES: 1	PROJECTILES: NA
TYPE: IMPACT/SPLASH	TYPE: IMPACT/SPLASH	TYPE: IMPACT
RADIUS: 120	RADIUS: 1111	RADIUS: NA
SPEED: 700	SPEED: 900	SPEED: INSTANT
WEAPON: RAIL GUN	WEAPON: PLASMA GUN	WEAPON: BFG10K
DAMAGE: 100	DAMAGE: 20	DAMAGE: 40
PROJECTILES: 1	PROJECTILES: 1	PROJECTILES: 1
TYPE: IMPACT	TYPE: IMPACT/SPLASH	TYPE: IMPACT/SPLASH
RADIUS: NA	RADIUS: 20	RADIUS: 100
SPEED: INSTANT	SPEED: 2000	SPEED: 2500

There is even gravity parameter, which can be set on levels for increased buoyancy while in the air. As always the rest of the control [illegible] Quake engines and [illegible] the reason why players are so [illegible] their settings and configs [illegible] while playing the game.

While a newbie to the Quake phenomenon can set all control and most graphics and sound options from the easy to use menu, veterans will prefer to manually edit [illegible] files to customize graphics, sound and control options. The sheer number of settings are overwhelming, but knowing how to edit the config files allows you to script specific commands such as alwaystom zoom function, a map voting system or auto taunt function and so the list goes on. While [illegible] considered cheating by some the config file allows you more control over your characters actions and to date the Quake series has been the only FPS that allows scripting. This is also the reason that most gamers will carry their config files around on a stiffy. While this worked well for Quake and Quake II, I would caution anyone considering purchasing Q3A against this. The game now incorporates a CD-Key verification system that authorizes you via an online server at id Software. Without this verification [illegible] be unable to play on Internet servers. This key is saved in your config file in an unencrypted form and anyone that has access to your config file can use this key. Once it is released or id Software detects multiple connections on the one key, it may be disabled and you could lose your privileges to play on the Internet. While a CD-Key may be annoying, it [illegible]





information, without it Quake 3 Arena [illegible] ing soundtrack and weapon sound effects that actually [illegible] feel like you're holding the real deal.

[illegible] since Trent Reznor and his group were busy with a new album, and all of the tracks feature Sonic Blast and Fall.

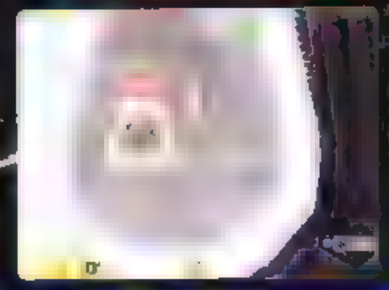
Over the years all of id Software's games have spawned a generation of Quakers, and I know they will buy the game to support id Software and continue their collections. But for those of you that have never played FPS games, Quake 3 Arena is the perfect start. Spectacular graphics, adrenaline pumping sound, fast paced gameplay and a worldwide community bringing out new maps, weapons and skins on a daily basis. Get your butt down to your local computer retailer and buy it now!

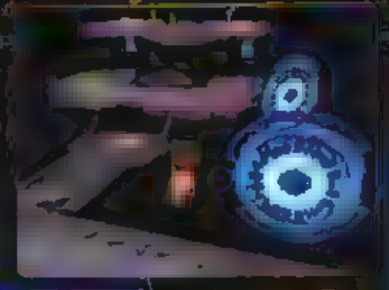
Famous Models

[illegible]

Level Editing

Making your own levels couldn't be easier included on our Creative Dell the Quake 3 level editor [illegible] that allows you to make all [illegible] levels [illegible] for those of you who can't be [illegible] simple maps do [illegible] give you a good idea [illegible] advanced features [illegible] Making [illegible] only for those [illegible] with lots of time on their hands.





ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

First Person Shooter

Quake 3 Arena has arrived and brings with it adrenaline pumping fast paced action gameplay, Excellent Graphics, hard rock music and realistic sound effects only enhance the game that continues the legacy of id Software. Probably the most anticipated game of '99, Q3A will leave an unmistakable mark on the FPS genre.

GRAPHICS 96	GAMEPLAY 78	PLAYABILITY 95	VALUE 95
SOUND 93	MULTI-PLAYER 93	PLAYABILITY 93	VALUE 99

OVERALL 93

id Software | Activision | Phone Number (011) 215-1000

Quake | Quake II | Half-Life

Spectacular Graphics | Fast-Paced Gameplay | Excellent Sound

No Single-Player Story

http://www.quake3arena.com

$ 299.00

Pentium II 233 MHz | 64 MB Ram | 4 X CD Rom | 8 MB 3D Accelerator | 70 MB HD | Windows 95/98 | (Direct X 7.0)

Pentium II 300 MHz | 128 MB Ram | 8 X CD Rom | 16 MB AGP Accelerator | 300 MB HD | Windows 98/98 | (Direct X 7.0)

PC CD ROM

Soul Assassin

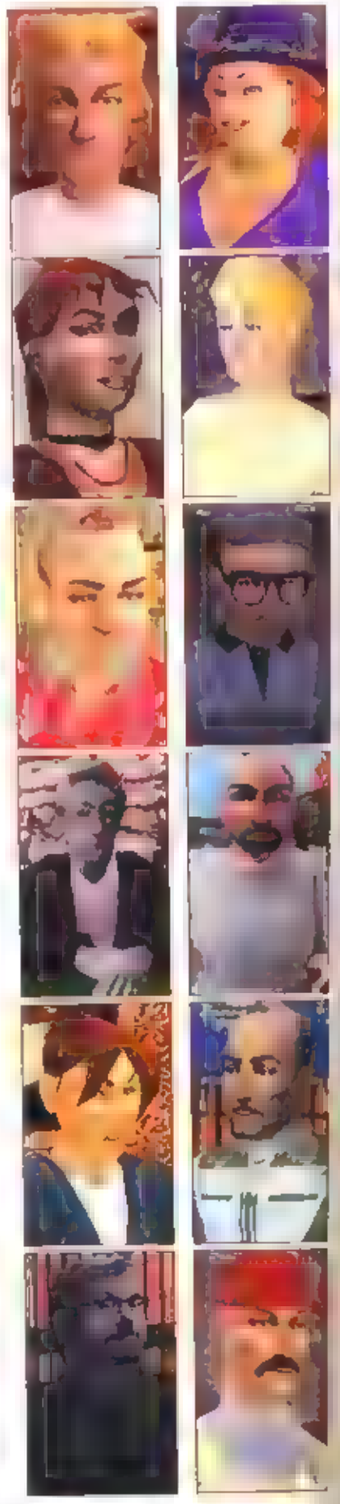
NEW AGE GAMING

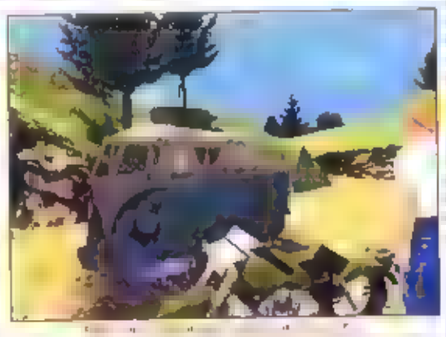
93

Sierra are well known for their adventure series games. King's Quest, Space Quest and Police Quest are just three examples of their long running, popular titles that span several episodes. One of these titles has just entered its third incarnation the mystery-horror adventures of Gabriel Knight

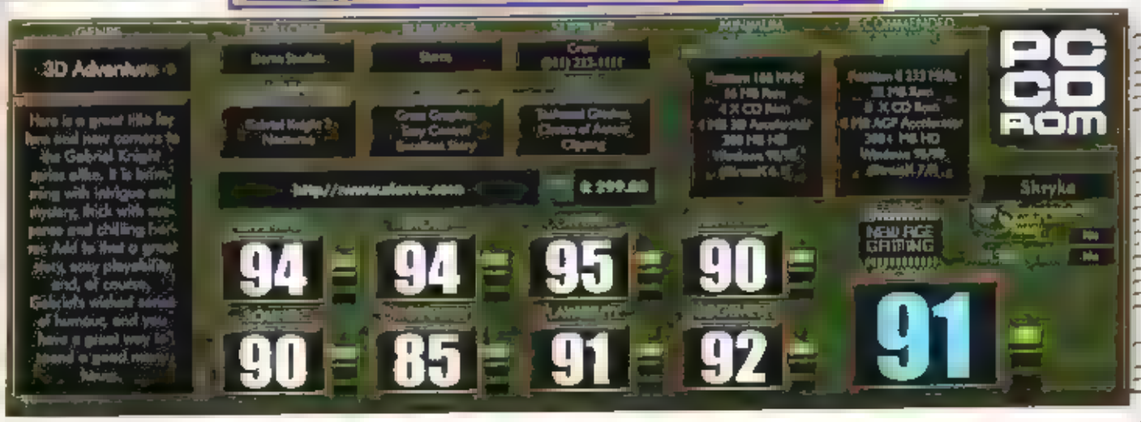
Shryke

Blood of the sacred
GABRIEL KNIGHT 3
Blood of the Damned





FORGIVE THE FATHER... FOR I AM ABOUT TO SIN!



It's always exciting to watch a movie where the LAPD SWAT team is called in to restore chaos, to see the highly skilled professionals work as a team to complete their mission. Sierra Studios attempted to reproduce that experience for the PC with their SWAT series, which was plagued with weak gameplay that didn't add to the tension and stress of really being there. Not only did they do it right with SWAT 3, they also managed to create one of the most exciting tactical first person shooters to see the light in 1999...

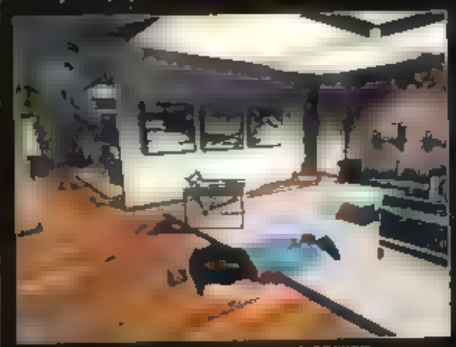
—MeanneeH

SWAT 3

Sierra Studios found out the hard way that neither an interactive movie adventure nor real-time strategy gaming engine can capture the dynamic feel of a modern day SWAT team. Games such as Rogue Spear and Delta Force showed the industry how to bring the feeling home of having a weapon in the hand and to move to a specific objective. The end product shows that Sierra observed the opposition and found ways to make it even better. SWAT 3 places the gamer in the boots of an element leader in the notorious LAPD SWAT team. As element leader, the gamer must command his/her team in real time from a first person perspective as an active participant. One has the choice to let your teams do all the work, but in sensitive scenarios it may be best to lead by way of example.

Los Angeles 2005 A.D. SWAT 3 plays out in Los Angeles of course, the year 2005. Representatives from every nation around the globe will converge on Los Angeles in the next seven days to witness the signing of the United Nations Nuclear Abolishment Treaty. It is the task of the LAPD SWAT to protect the dignitaries involved. This takes the player through mission types that range from hostage rescue and rapid deployment all the way to VIP protection. All the missions can be played as single missions, but for a more immersive experience the Career Mode weaves the missions together with strong storyline. At the start of a Career, the gamer gets to create a person and select a team that will hopefully survive the next seven days. In the manual and also in the Motion section is a history of information on the history and tactics of SWAT, and these tactics and rules of engagement should be studied before a Career mode is started. Where Rainbow Six and Rogue Spear focused on mission planning before the mission started, SWAT 3 uses an intuitive real time mode. Because of the nature of SWAT operations, blueprints of buildings aren't always available beforehand, so orders are given on the go. This is accomplished by using a menu system coupled with the crosshair of your weapon. To get Red Team to throw a flash grenade into a room, select Red Team from the menu then select deploy flashbang while aiming at the door. The system works very well, except for the fact that the menu selection keys cannot be mapped, and most of the time the player will have to lift his/her hands from their movement keys. This led to my death a few times till I tried Mindmaker's Game Commander, a voice activation application that simulates keyboard presses on voice commands, problem solved! Although Game Commander is third-party software, a voice activation module should be built into a game like this (Jane's USAF).

I'M NOT SURE BUT I THINK IT'S THIS WAY UP SIR!...



THREE LIVING ROOMS AND A CRIPPLE

Before a mission you can equip your team with some impressive hardware such as the 9mm MP5, the MP5SD that uses an integral silencer, the M4 Carbine and Benelli 12 gauge shotgun. The standard secondary weapon is the Colt 1911 .45 caliber pistol. Other items include flash grenades, gas grenades, C2 explosives for opening doors, green light sticks, cuffs, Leatherman tool and mirroring camera equipment that can scan around corners. Some of the weapons, such as the M4 Carbine, have the option for non-lethal ammunition, and it's use is reserved for the element leader, which is you. This comes in handy when an armed suspect is to be arrested for questioning, where a carefully placed shot in the shoulder or knee can bring the suspect down alive.

SWAT 3 uses one of the most impressive ballistics models to date in a tactical shooter. Bullets will go through doors and walls, depending on type of ammo and the material, which also can be hazardous when civilians are being held hostage in the next room. I once fired a round through a wooden door, to find the entrance and exit holes, and the bullet lodged in the wall, mighty impressive. The AI is brilliant at times, and stupid at others. Your team work well together and respond to your commands, but once in a while someone will get sloppy and move into a non-secure area without checking. I have lost many teammates this way, and they fall prey to the 'Lemming Effect' where they'll walk in a row into enemy fire and get killed, one by one. This doesn't happen often though, and works well most of the time. The enemy and civilian AI work on a very effective stress based system. The more stress you induce on a suspect, the more likely they are to surrender peacefully. This can be done by shouting, pointing a weapon in their faces and maybe firing off a round in their direction.

The graphics are brilliantly done, with the finest details, which makes SWAT 3 look more like an architectural demonstration program. Rooms are nicely furnished with great ambient lighting and sound, and portrays a very believable environment. A great feature are the mirrors in the buildings that work as they should, giving me time to admire my great outfit with matching weapons while my team provide cover.

SWAT 3 makes for a great gaming experience as a tactical first person shooter, and one cannot help but yell when a large walks around the corner when least expected. Unfortunately no multiplayer is supported out of the box, but Sierra Studios promised that a multiplayer add-on should be available in Spring 2000. SWAT 3 provides enough replayability in single player mode as a random factor is built in, and ensure that one level could provide different challenges every time it is played. SWAT 3 is sure to become a classic and is a must for any fan of tactical shooters or the SWAT series.

ME AND THE GUYS RETURNING CHRISTMAS GIFTS...

Tactical Simulation

Not being a very fast paced series until now, SWAT 3 finally realized the dream that Sierra Studios had years ago, and provides one of the most exciting first person tactical shooters to be released in 1999, a definitive must for tactical fans.

Sierra Studios | Swat | Copy (310) 233-4111

Rainbow Six, Rogue Spear, Delta Force 2 | Beautiful Scenery, Atmospheric, Real-time Planning Mode | Requirement of Three Keys: No Sense in Game, Windy At At Times

http://www.sierra.com | $ 299.00

Pentium 233 MHz, 32 MB Ram, 4 X CD Rom, 4 MB Video Card, 400 MB HD, Windows 95/98 (DirectX 6.1), DVD

Pentium II 300 MHz, 64 MB Ram, 24 X CD Rom, 12 MB 3D Accelerator, 400+ MB HD, Windows 95/98 (DirectX 7.0), DVD

PC CD ROM

Memnech

NEW AGE GAMING

Sound	Graphics	Playability	Gameplay	Overall
90	80	78	79	83
70	88	90	85	

STARFLEET COMMAND

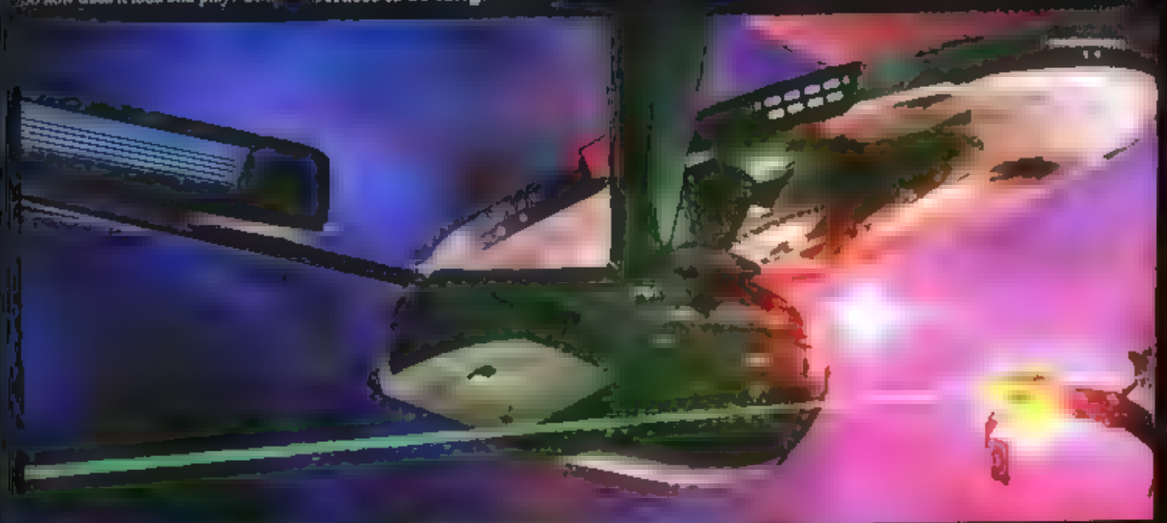
Some have argued that our gaming market is becoming over saturated with new titles. Consequently, four new first-person shooters, or three new real-time strategy titles are released in the same quarter, and it becomes difficult to choose a game that all will enjoy and make an effort to play. Furthermore, original ideas seem to be getting scarcer and scarcer, and so almost every new title belongs to an established genre. Therefore, it is a refreshing change when a new game appears that pointedly refuses to be categorised.

R.A.V.E.N.

Roughly described as a "Star Ship Simulator", this new release from Interplay converts a board game set in the Star Trek universe into an action-packed depiction of virtually all aspects of captaining a star ship (and, later, a group of star ships). In an ambitious move, developers 14th East have provided not one or two races, but six distinct ones, each with a campaign suited specifically to that race's nature and objectives. In light of the fact that each race has access to its own array of special weapons and equipment, each of the tutorials focuses on a race's specific weapons, tactics and mindset. Each of the six campaigns has its own distinct flavour, according to the race's perogatives.

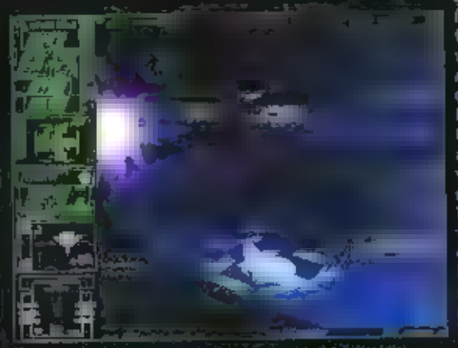
So how does it look and play? One

been in RTS games. Up to four targets may also be tracked and assigned numbers, for ease of location. The object in the missions is to juggle the warp engine's power output among the various systems in order to accomplish the mission objectives, which are not always combat-related - for instance, some missions may require the scouting of an area, or even the settling of arguments among freighter pilots! Upon returning to space-dock after a mission, you are afforded the opportunity to repair your star ship, or effect an upgrade refit, if available for your type of ship. You can also top up on shuttles, missiles and spare parts (required to effect repairs while in space), as well as purchasing new



starts the game in the race selection screen, where each of the available races is offered. From there, one is taken to the race's main menu, where new campaigns may be started, or running ones continued. You are given the option to (and strongly recommended to) attend lessons at the Academy, where young officers

that one will need to travel around the galactic sectors and complete variable numbers of missions within them in order to capture these sectors for one's race. This sometimes involves choosing between enemies to attack, according to their styles, strengths and weaknesses. The political situation is also mutable, and today's enemy is not necessarily your foe tomorrow. Attacking forces that are currently at peace is not usually a good idea. One's actions during the course of one's career largely determine the directions that career will take. Once in the mission, you are faced with an external, 3D view of your star ship and the space around it. You can switch between the available camera views, and have some control over angle and zooming. An interface bar down the left-hand side features all of the currently selected star ship's controls. These include the various officers who form your crew. Orders are issued via these officers, who include the Helm Officer, the Engineer, the Security Officer and the Weapons Officer, among others. The quality of your officers determines the speed and accuracy with which your orders are carried out. Weapon systems can be assigned group numbers, much like tactical group numbers.



are shown the ropes with the relevant weapons and tactics. Completion of the tutorials does not add to rank, but does reflect in the medals screen as a series of patches denoting training missions successfully completed. Starfleet Command features an element of strategy, in

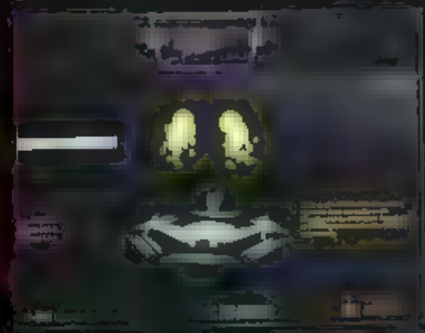
ships, trading existing ones in, and commandeering experienced officers. This is achieved by spending 'Prestige Points'. These are, essentially, a form of currency, but it is totally abstract - it represents the political influence you, as a star ship commander, can exert within the military organisation you belong to. Prestige is earned by

the successful completion of missions. The closer the mission, the bigger the bonus too, and if any enemy vessels are captured (by means of transporting marines onto them) there is a bonus as well. Actions deemed inconsistent with your race's goals detract from the prestige earned.

Another way to earn prestige is by allowing officers to gain experience in the line of duty, and then trading them in for less experienced ones, then perhaps repeat the process. Full support is provided for all major 3D accelerators, though one is not required in order to play. Visually, this game is very pleasant, if not spectacularly overbearing. The star ships are rendered in meticulous detail, as are asteroids, star-bases, planets and suns. The occasional nebulae are nothing short of beautiful (though they do interfere with most star ship systems!).

Unfortunately, for some obscure reason, objects explode with a circular, not spherical, as one would expect in space, shockwave, which, coincidentally, is always along the same plane as all the star ships - i.e. while rendered in 3D, this is, after all, a conversion of a board game, and thus space is really depicted as 2D. However, another fault may well have made this game too complex - as it is, the intricacies are impressive.

From an audio point-of-view, Starfleet Command offers all it needs to - deep, immer



sive sound effects abound within the game, and one's star ship controls sound different - and consistent with the movies and TV series. A full soundtrack is featured, but be sure to turn it down a tad, otherwise you will not hear important notifications. All tutorial missions carry a full instructor's voiceover, taking you step by step through all the instruc-

sions. Incidentally, unusually enough, Starfleet Command does not feature full-motion video briefings, or even anything slightly more rudimentary. All briefings are presented purely as text, which is a pity, but taking into account the length and number of campaigns available, it would have been impossible to fit the entire game and a video briefing for each mission on a CD. Still, an unusual omission.

The control interface is somewhat unusual too, in that it combines elements of real-time strategy interfaces with features normally found in action games of various types. The officers are controlled by means of buttons that activate various MFD's, from within which all actual orders are issued. This system affords control over shields, weapons (on an individual or group level), weapons for defence (e.g. setting phasers to target incoming missiles), tractor beams (including defensive anti-missile functionality), transporters (used for transporting out mines, for transporting marines aboard enemy vessels and for transporting spare parts among ships), helm controls (including various special manoeuvres), communications (for hailing other ships, planets, stations, etc.), sensors (used for jamming targeting systems, or to counter such jamming) and repairs to the ship. Furthermore, all major commands can be quickly executed by means of shortcut hot-keys, though these will not be learned in five minutes!

It is difficult to express or explain the playability of this particular game without actually demonstrating. Suffice it to say that, despite the rather complex-sounding control interface (which is actually very efficient once one is familiar with it) the pace of the game is usually hectic, the missions challenging and the ability to upgrade one's hardware and personnel result in a very "role-playing-style" addictiveness. Quite literally this game is hazardous to one's sleeping patterns!

The storyline is also not strictly linear, but depends rather heavily on the player's actions. Furthermore, one has some control over one's career, and so every game can be different - you may choose not to accept the invitation into the special forces, or at least turn it down temporarily. In either case, the type of missions you will be flying will differ accordingly. This adds immensely to the replayability value of the game.

Starfleet Command also offers up to six-player multiplayer gaming. Players decide beforehand what ships and officers they will each play with. A surprising amount of control is given over the starting conditions - for example, it is quite possible to pit two very unevenly matched forces against each other (say, if you want to implement handicaps, or specific, challenging scenarios). Internet play is also supported, also up to six players.

The pace of multiplayer games tends to approach the insane!

One of the most impressive aspects of Starfleet Command is the sheer originality of the game. As mentioned above, this game does not truly belong to any specific genre, but rather incorporates elements from flight simulations, role-playing games and real-time strategy, as well as some truly unique features. It also manages to impart a "genuine" feeling of captaining a star ship from the Star Trek universe, as far as a flat-screen setting can be simulated. All in all, a very enjoyable title with a refreshingly new theme and surprisingly low system requirements, offering many hours of entertainment and tons of fast-paced action. Especially highly recommended for Trekkies, who will be impressed by the faithfulness with which all aspects of the universe have been translated.

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

Star Ship Simulator

"A highly innovative game that should appeal not only to die-hard Trekkies, but also to all sci-fi enthusiasts, as well as players of table-top space-combat tactical games. Intricate campaigns impart a good sense of the political and military climate in the Star Trek universe."

http://www.interplay.com

Graphics	Sound	Gameplay	Challenge	Overall
80	75	85	80	83
80	95	85	85	

PC CD ROM

NEW AGE GAMING

THE WHEEL OF TIME

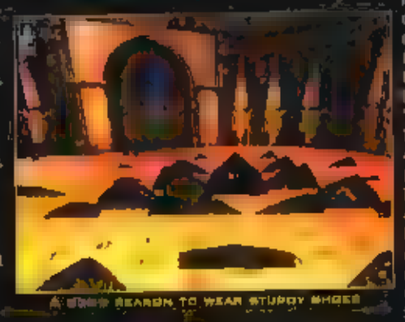
Wheel of Time is based on the best selling fantasy book series by Robert Jordan who worked closely with Legend Entertainment to re-create his fantasy world for virtual entertainment. The end result is a game that brings a unique experience and a world that is very close to its paper based cousin. - Soul Assassin

Wheel of Time's story takes place before the actual book series, in a time known as the Age of Legends. This allowed Legend the freedom needed for the game while not interfering with the actual story of the novels themselves. Unfortunately this means that you can't play any of Jordan's famous characters such as Rand. This will disappoint a lot of fans, but on the other hand keeps novel characters mystique alive and also prevents the game from being played as a novel.

In the Age of Legends mankind unwittingly released the Dark One into the world but were fortunate enough to seal him away again. Before his imprisonment he however tainted one half of the One Power so that only women can channel magic. Afterwards chaos followed as the world under re-established itself and the seals to his prison were scattered to every corner of the world. Now four of the seal's locations have been discovered, and four opposing factions have their own agendas for recovering the lost seals. One of these factions, known as the Whitecloaks, have crossed the threshold and dared to invade the White Tower of the Aes Sedai and steal from them while searching for

THE FIRSTBORN SPELL IN THE WEST

one of the seals. This cannot go unpunished and the Amyrlin Seat (Leader of the Aes Sedai) herself dispatches one of the sister hood to recover the stolen artifacts. So begins a journey and an epic adventure into the world of the Wheel of Time as you set out to recover the lost items of power. While it is not necessary to have read the novels in the Wheel of Time series, I would highly advise it since it adds so much more to the game. It helps in the understanding of the world and how the different factions relate to each other as well as cover the history behind the imprisonment of the Dark One and the prophecy of the Dragon. Definitely worth a look at if you enjoy the game and world of Robert Jordan. In WoT you play the role of Elayna, a young Aes Sedai sister who isn't too gifted with the channelling of the One Power, but is blessed beyond measure in the use of ancient artifacts known as ter'angreal. These artefacts have enormous power and can be utilised as weapons. The easiest way to understand ter'angreal is to think of them as an item similar to magic wands. They have a certain amount of charges for casting a very specific spell. As such ter'angreal can be used to cast specific spells, but also spells that are more potent and complex in nature since the magic of ages gone past were so much more powerful and created before the tainting of the One.



A LONG SEARCH TO WEAR STURDY SHOES

Throughout the game Elayna will encounter 40 different mystical ter'angreal to utilise as both offensive and defensive weapons in her pursuit of the stolen artefacts through such famed places as the cursed city of Shadar Logoth. Quite a decent number of weapons at your disposal and substantially more than you would expect to find in a FPS type game. It does take time to master the ter'angreal's and the sheer amount available adds an element of strategy to weapons selection and usage. Finding the right combination for a specific encounter can be a little tricky and requires exact knowledge of each ter'angreals effect. Fortunately they have included a comprehensive in-game reference of the ter'greals so you don't have to refer to the manual every 5 minutes.

Opponents range from Trollocs and Myrddraal to Mashadar Tendrils. All of them based on their counterparts in the novels and very close to their description within them. They have been expertly animated and very well detailed with high-resolution textures and it is kind of eerie looking at a monster that you have only fantasised about. The one drawback is the monsters AI.

While they are very good at dodging attacks they still keep coming at you in an almost straight line making them easy to kill. They do however have one advantage and that is the fact that they are very well hidden especially in the city Shadar Logoth and will probably see you before you see them. Very often I found myself saying, "Where the hell did he come from?" This keeps the game play and your adrenaline level on a high note and you find yourself sneaking through certain levels, checking behind every corner just to make sure that a monster doesn't attack you from behind.

One unique element that WoT has introduced are the strategy levels. On these the game takes a break from the traditional FPS gameplay and switches to a more strategic style of play as you place traps for your opponents. Everything from spike filled pits, trapdoors, and walls for herding your opponents have been provided. The method of placing all these traps is intuitive in itself as you walk through the level in first person simply clicking on the desired trap and placing it within your view. Of course you are limited by time on how long you can dawdle with all the various traps before the invading force enters and tries to take your head home as a trophy. By adding these levels Legend has greatly increased the playability and enjoyment of WoT, especially if you are a fan of strategy games.

As everyone should probably know Legend Entertainment licensed the Unreal engine for the creation of The Wheel of Time and they did a spectacular job of adding new features and enhancing the overall capabilities of the engine. Even after a year and a half the Unreal engine still looks spectacular proving that it was an engine before its time. The in-game cutscenes look magnificent and utilise all of the special effects such as dynamic and coloured light sources, realistic water effects, moving and rotating bridges, complex geometry and a particle system that provides realistic smoke and spectacular explosion effects. There is even support for snow, rain and wind to add atmosphere to levels.

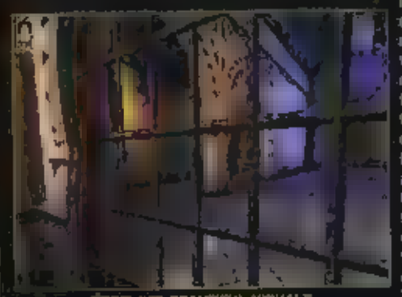
Legend also created a rich set of textures that bring the varying levels to life. From the gloomy appearance of Shadar Logoth to the magnificent interiors of the Citadels - each has been expertly made with awe inspiring architecture and detailed textures. Even the outdoor areas are richly textured although the sprites used for trees and flowers do detract from the realism and it would have been better if legend used 3D models for these.

We all know that the Unreal engine has had its share of problems - most notably networking performance issues and the lack of Direct3D and OpenGL support. Fortunately the network performance has been rectified although some lags still remains and that is the performance of the engine under OpenGL and Direct3D. Since the release of Unreal last year Epic has added support for these API's but they still don't perform as well as Glide. This is unfortunate and I really wish that these modes had better optimisation. Even on a 450 MHz Pentium II with 128 MB RAM and a GeForce card the game runs slower than a similar system with a Voodoo3 based card. It is sad to say that this must bring down the graphical score and I really had hoped that Epic sorted out the performance issues with Direct3D and OpenGL before the release of WoT.

The Unreal engine has always excelled with its support for mood setting ambient sounds and it is no different in WoT. From chirping of birds and blowing winds in outdoor areas to the echoing footsteps and breathing of monsters in indoor levels - each adding to the overall realism and atmosphere of WoT. The music also adds to the mood of WoT and Legend approached Robert Berry and Liel Sarbye who are known for their Celtic/Rock sound to compose music for the game.

For prospective level designers the WoT level editor has been included on the CD for you to use and abuse in the pursuit of creating your own levels and maybe one day create levels that might match those of the Legend level designers (Well we can dream can we?). Including editors or making them available to the public has become commonplace these days, but what makes the WoT editor interesting is its ease of use and very well detailed help files. It is well suited for beginners and veterans alike and definitely worth a look at if you purchase the game.

From the perspective of a fan of Robert Jordan's novels, The Wheel of Time is a must for any avid reader of his series and for those who have never heard of Robert Jordan, WoT will immerse you in a game built upon one of the greatest worlds ever imagined. It offers some unique gameplay elements, excellent graphics, an exciting multiplayer aspect and a progressive story full of intrigue. WoT is definitely one of the better games to come out this year and the best so far to utilise the Unreal engine. So if it meets with your requirements in a game make sure to purchase a copy, you won't regret it.



HERE YET BEAUTIFUL VISUALS

LIGHTING LIKE THINGS ARE HEATING UP A LITTLE...

WHOA, A REALLY BIG EVENT HERE!

THIS IS WHY MARIN SHOULD NOT SNEEZE...

ANYBODY GOT THAT VIDEO'S REGISTRATION?

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

First Person Shooter

The Wheel of Time immerses you into one of the most intriguing worlds ever created in fantasy novel series and is based on the world of Robert Jordan. Unique gameplay elements, good graphics and sound and the Unreal engine make this game a winner. Sadly Direct3D and OpenGL optimisation is poor and could have been better.

Legend Entertainment | GT Interactive | Cost (AU) 89.95

Unreal Tournament Heretic | Good Graphics Unique Gameplay Interesting Story | Poor Direct3D and OpenGL Performance

http://www.wheeloftime.com | $ 89.95

Pentium II 233 MHz, 64 MB Ram, 4 X CD Rom, 3D Accelerator, 70 MB HD, Windows 95/98 (Direct X 7.0)

Pentium II 300 MHz, 128 MB Ram, 8 X CD Rom, 16 MB AGP Card, 530 MB HD, Windows 95/98 (Direct X 7.0)

PC CD ROM

Soul Assassin

Graphics	Sound	Gameplay	Value
84	90	80	89
87	93	85	90

NEW AGE GAMING

87

Legacy of Kain: Soul Reaver is a game with a rich and complex background. Set in the eerie city of Nosgoth, the game tells the tale of Raziel, a vampire created by the evil Kain who makes the mistake of physically surpassing his master by growing bat-like wings. The result for his "treason" is a death sentence, which is carried out by casting Raziel into the Abyss, a maelstrom of swirling, glowing, white [illegible]. Being a vampire, this is fatal to the hero... however, somehow he is reborn as the Soul Reaver, whose task it is to rid the world of the curse of vampires and, ultimately, their evil and twisted master.

But things have changed. Firstly, Raziel's body is no longer what it used to be, as the Soul Reaver he inhabits a bro[illegible] form. [illegible] Vampire fiction has spawned many variations on the theme of blood drinking monsters who cannot stand in the light of the sun. From Bram Stoker's gothic, solitary Dracula to the more contemporary, social vampires of Anne Rice's Vampire Chronicles, to the techno-freakish super bad guys of The Lost Boys and Blade, or even just the plain weirdness of Tarantino's From Dusk to Dawn, vampires have been represented in many ways and forms. And few horrific monsters prove as popular as these undead blood drinkers. Now, Crystal Dynamics, along with Eidos, are adding their slant to the ever-growing pool of vampire myth and legend with their new title, Legacy of Kain: Soul Reaver. However, this mythology is unlike [illegible] any you have ever seen before. Skryke

[illegible] he is an advanced [illegible] decay. Secondly, he [illegible] longer thirsts for blood, as he did when he lived as a vampire. His new feeds on souls, particularly those souls trapped in the bodies of vampires. The act of his "feeding" on one of these souls effectively frees it, so that it can be reintroduced into the weave of the cosmos.

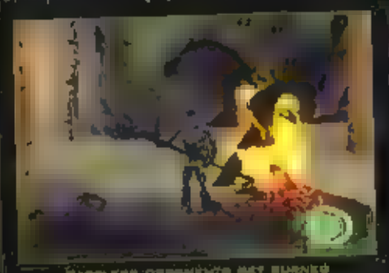
Raziel is not the only thing to have undergone change. In the millennia that it took him to be reborn, the city of Nosgoth has become warped and ruined, its once proud glory laid low by the vampires that rampage through it. These vampires, too, have been altered by time, and have become gruesome monsters. Raziel's task leads him through Nosgoth, through its main streets and its sewers, from once proud palaces to dark graveyards, in search of the masters of these vampires. He must slay each in turn before finding the dread Kain...

The whole concept behind Soul Reaver was something that I personally found particularly appealing. Sure, it [illegible] dark and rough [illegible] issues that always matter, but it is an intriguing tale that unfolds around Raziel as you guide him through the game. Of particular interest is the unusual slant that developers, Crystal Dynamics have taken on the vampire mythology. Here we have not a few isolated creatures of the night, but rather a ruling class of blood drinking monsters that corrupt everything they come in contact with. The few humans still living in Nosgoth have themselves sealed inside a great citadel for protection; those that wander out are invariably slain. Speaking of the city, Nosgoth, too, is a strange and darkly wonderful place, and serves as a perfect backdrop for this game. Its strange neo-gothic feel incorporates architectural elements from several major cultures, ranging from medieval German to traditional Muslim design. One of the main features of the game, which relates quite directly to setting, is the fact that Raziel can exist on one of two planes: the material plane (or real world) and the Spectral plane - the land of the dead. Sustaining his form in the real world is difficult for Raziel, and he must feed often to make sure that he can hang onto his corporeal form. However, should he be "killed" on the physical plane, he returns to the Spectral Realm, where he is practically immortal. Here he can feed, and return to the physical realm from specified warp zones. The visual ramifications of these two planes are quite huge. Effectively, every inch of Nosgoth had to be mapped twice. See, the Spectral Realm resembles the physical, but only to a degree. Things are warped here, and often traversing certain areas depends solely on what realm Raziel currently inhabits.

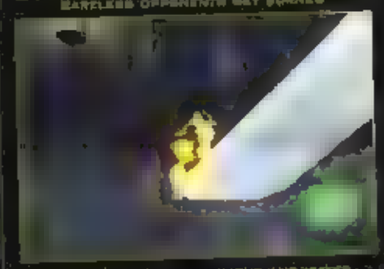
But I can hear the question coming. Yes, Raziel is immortal. He cannot die. Ever. What this means in game terms is that Raziel, if defeated on the physical plane, simply returns to the Spectral plane to grow strong by feeding. Should he be defeated here, the effect is that the player has to start the game from the point where Raziel was resurrected - the beginning of the game, so to speak. However, any tasks that Raziel has completed up to that point stay that way - it is not so much a matter of restarting the game as it is one of going back to where you came from. But then, what's the point? If you cannot die, so to speak, where is the challenge? In answer to this, I would like to point out that Soul Reaver is not a combat game. Yes, it has lots of fighting in it, with gory impaling (one of the only ways to kill a vampire) scenes abounding, and copious amounts of blood spraying all over the place. But the crux of the game does not lie in fighting. It lies in problem solving. At the risk of seeming trite, it could quite simply be said that Soul Reaver is a puzzle game with the added elements of combat, magic and a great story. But in reality, it is so much more than that!

The developers have made every effort of making combat part of the puzzle too. There are only a few ways to permanently off vampires, and gaining a tactical advantage over foes can be vital when there are lots of [illegible]

LEGACY of KAIN SOUL REAVER™



BATELESS OPPONENTS GET BURNED



[illegible] SUNLIGHT, BURNLIGHT AND WATER

[illegible] vampires to hit and the few impaling weapons to go around. But Raziel has friends in water, fire, sunlight and spiky things hung on walls, and can utilise any of these to dispose of his enemies. Sneaking and long range combat, in the form of throwing impaling weapons like spears, are also encouraged, giving the player a wide range of options for combat. Graphically, Soul Reaver is a sight to behold. The images and animations run smoothly, and are of a very high quality. The developers managed to strike a beautiful juxtaposition of darkness and bright colours (in the form of special effects) and have, in short, come up with a game that is visually pleasing in every single way. Clipping problems do occur, but this seems to be a universal fault with 3D games, and is therefore, by dint of its occurring everywhere, rather negligible. On the sound front, this game is no slouch, with deep throated rumbled, sharp clangs and the like, all presented well and clearly. The absence of music in Soul Reaver is quite conspicuous - however, the inclusion of a musical score may quite possibly have removed something from the overall effect of the game. And the game is not totally devoid of music. That which is there is eerie and perfectly tuned to the overall atmosphere of the game. Taking Raziel through Nosgoth is basically a keyboard or game pad matter. The controls are simple enough to grasp quickly, if you're making use of the default keyboard commands, that are situated comfortably on the keyboard. Because Soul Reaver came out on PlayStation before the PC version became available, the controls are simple and few, yet take care of every eventuality that occurs in the game with a minimum of effort and tapping of keys.

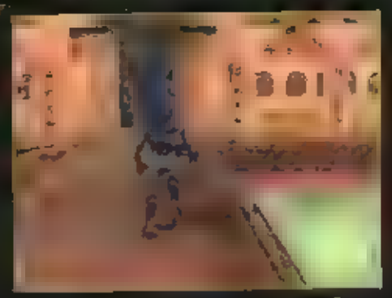
Thankfully, Soul Reaver was developed for the PC and PSX more or less simultaneously, and we don't get the usual problems inherent in converting PSX games to PC - bad graphics, poor control and other general problems.

However, one mild annoyance that takes some getting used to is the system that Soul Reaver uses for saving a game. Instead of being able to re-enter the game at any save point, Raziel always starts at his resurrection point.

However, a conventional system of points enables the player to quickly return to the point where he last saved. It's not ideal, but it works. Unfortunately, Soul Reaver has a few stability problems that result in the game ending quite abruptly, and generally before the player wants it to. A patch is available, however, from Eidos' home page (www.eidos.com) and is also available on last month's NAG cover CD.

Soul Reaver is, in summing up, a well put product. It is challenging, fun, frustrating, impressive and intoxicatingly addictive. Many people may find it to be disturbing, with its high level of violence and questionable subject matter. No doubt the righteous will find some strange and rather spurious religious link to the fact that Raziel devours souls, but we can't assume responsibility for their narrow mindedness. Instead, we should just sit back, relax and enjoy one of the better games that I have seen of late.

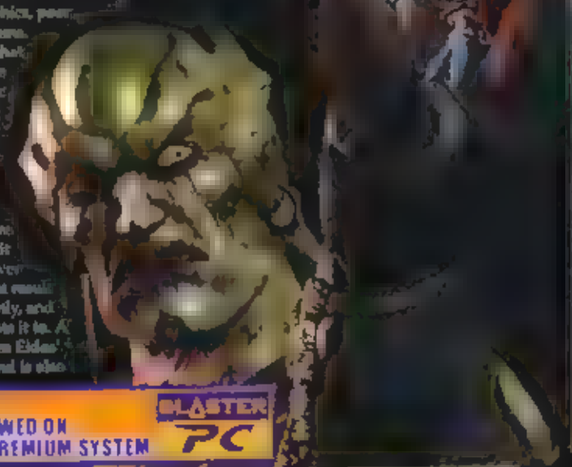
IMPRESSIVE SCENERY, SHADOWS AND SUNLIGHT



PRESENTATION FOR MORE, PLEASE

NEED A LIGHT, SUNSHINE?

RAZIEL, ARMED AND READY AGAINST



Adventure

A fast paced action packed adventure [illegible]

Crystal Dynamics | Sony | Crash: $50 (011) 203-1111

Dark Radar Video Card | Sensitive Graphics Easy Controls Expansive Story | Fast Save System Clipping Problems Needs a Patch Installed

http://www.eidos.com | 3 Levels

Pentium 266 MHz, 16 MB Ram, 4 X CD Rom, 4 MB Video Card, 100 MB HD, Windows 95

Pentium II 266 MHz, 32 MB Ram, 8 X CD Rom, 8 MB AGP Accelerator, 2GB+ HD HD, Windows 95/98, DirectX 7.0

PC CD ROM

Shryke

NEW AGE GAMING

92	93	89	90
88	89	91	92

91

When Valve announced that the add-on for their Game of the Year namely Half-Life were being handled by a company called Gearbox, no one could blame Half-Life supporters for being a tad sceptical. There was no need for that, as Half-Life: Opposing Forces matches and rather excels on the original Half-Life, and offers a totally different perspective from the one we experienced through the eyes of Morgan Freeman.

—Mennoch

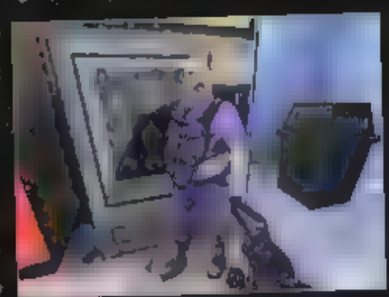
HALF-LIFE
OPPOSING FORCE

How does one create an add-on for Half-Life and switch the mixture of adrenaline, and still [illegible] Freeman had a really bad day at the lab and had to evade intergalactic aliens, Marines, Special Forces and good old Mother Nature, Gearbox decided to offer a new perspective through the eyes of a marine soldier.

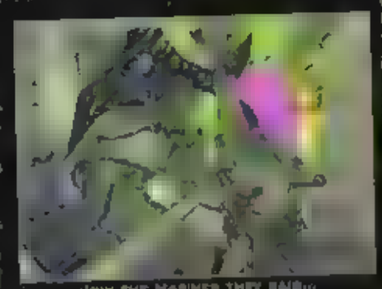
As a marine, you underwent months or maybe years of intense training to prepare you to face any problem one can find on the battlefield, but nothing could prepare you for the ordeal that lay ahead...

Opposing Forces provides a training area in the form of Boot Camp, where all the new weapons and tactics are introduced. As a marine, you are not alone. Other marines may fight alongside you, and engineers and medics are there to help you through the tight spots, whether it's medical attention you or your team need, or a sealed door that the engineer can open with his blowtorch and long-life cigarette. The element that makes Opposing Forces such a thrilling adventure, is that everything is much bigger and better now, vast open areas, entirely new levels with one or two familiar spots, and even more enticing puzzles to solve and obstacles to overcome. During training you become familiar with the use of ropes, and one can now use them to swing over obstacles or to jump to other ropes. Imagine Tarzan packing with some military hardware and funky camo, that's the marine. All standard equipment, the marine uses the Desert Eagle pistol as sidearm, and the MP5 with grenade launcher as primary weapon. Along the way, your marine will get his hands on the M249 Squad Automatic Weapon or SAW, a heavy pounding light machine gun, the rocket launcher, the Remington sniper rifle and a hard hitting energy weapon. There are also some tools adapted from alien technology such as the Barnacle grappling hook that will attach to any organic surface, and is a blessing for getting out of the way quickly or to reach high spots. The good old shotgun and Glock is also back, but the greatest new weapon is an alien one that recharges to ten ammo units and fires a very lethal energy bolt. Opposing Forces starts off with you and your squad on your way to the desert in an Osprey tilt-rotor transport, and [illegible] spoiling the great storyline, things go bad very quickly. Soon you will find yourself trying to figure out what happened, and aim to rejoin your troops. Not only are alien beings trying to digest or maim you, but special forces in the area aren't very happy with your presence either. Soon enough you find some of your mates, and move through some hair-raising skirmishes and battles that must be seen to be appreciated. Things are more difficult now, and as a marine you will need to use your wit as much as your [illegible] weapons. Gun turrets and even useable mortar launchers are there to help you engage vast masses of enemies.

The levels and graphics retain the classic feel from the original Half-Life, but add more detail and dynamic scenery at times. The object models seem more detailed as well, and Freeman can thank his lucky stars that he didn't meet some of the nasties you will find on your way. The aliens are much more lethal now, and pose a serious challenge to even hardened players. The AI for the humans is essentially the same as in the original, although the new team AI is a welcome addition. Unfortunately your squaddies have some movement problems, and once in a while they will get stuck in some invisible obstacle the moment you need them most, and while they're quite useful in the larger battles, they can easily become a nuisance in close quarter battles. Multiplayer in Opposing Forces doesn't differ much from Half-Life, and offers some new levels and weapons, but seeing that most modifications are brought out for Half-Life, the add-on doesn't offer anything really new for multiplayer. Opposing Forces installs as a mod for Half-Life, so one still needs to have the original installed. As a single player experience, Opposing Forces offers more of the wholesome goodness we felt during Half-Life, and is definitely worthwhile for owners of the original. Thumbs up to Gearbox.



BARNEY HAS BEEN LEARNING THE ROPE LIFE



JOIN THE MARINES THEY SAID...

NOT YOU AGAIN!

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM — BLASTER PC

First Person Shooter

Gearbox tries the great experience Valve introduced with Half-Life, and expands on it to bring the fan a single player experience, which excels in features. The player now takes on the role of a Marine and plays out during the same frame of time as Half-Life.

Gearbox | Sierra Studios | Crew (011) 233-1111

Half-Life | More Great Levels, New Monsters, New Weapons / Enemies | Shorter Than Half-Life, Buggy AI, Not a Standalone

http://www.sierra.com | R 299.00

Pentium 133 MHz, 24 MB Ram, 2 X CD Rom, 4 MB Video Card, 380 MB HD, Windows 95/98 (DirectX 6.1), Half-Life Installed	Pentium II 266 MHz, 64 MB Ram, 24 X CD Rom, 16 MB 3D Accelerator, 2004 MB HD, Windows 95/98 (DirectX 7.0), Half-Life Installed

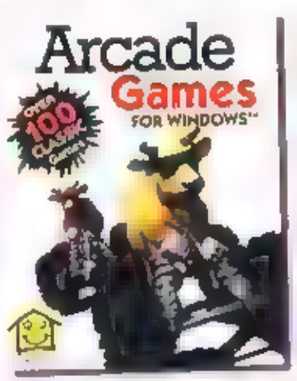
PC CD ROM

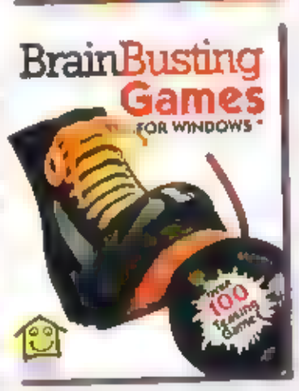
Mennoch

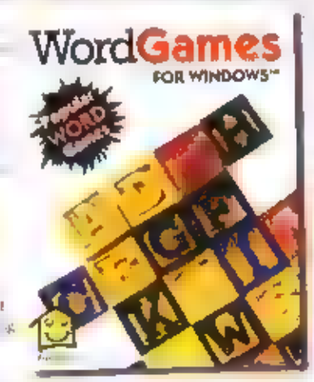
Sound	Graphics	Gameplay	Longevity	New Age Gaming
92	78	78	70	79
85	70	85	75	

Bargain Buys

Let's face it. There are times when a quick game of something simple yet fun is just what the doctor ordered. To this end, Windows based games are about the best source of a gaming-fix to be found. You know those times - when the work has just got too much, and you need something relaxing to reset the old brain a bit, while keeping the option of alt-tabbing back to a work program should the boss decide to make his rounds. Family Fun has made the whole spectrum of Windows games all that much easier - and wider - by producing a range of Windows based games for the discerning office gamer. These titles, crammed full of evaluation versions of some really great Windows games, are an absolute steal at the paltry price of R99.00 each, and will keep the old office PC ticking over with fun and excitement.







Arcade Games for Windows

Board and Dice Games for Windows

Brain-busting Games for Windows

Card Games for Windows

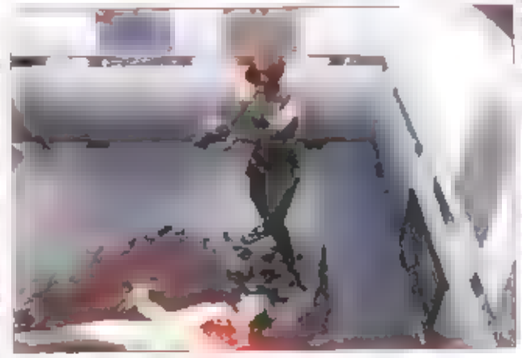
Word Games for Windows

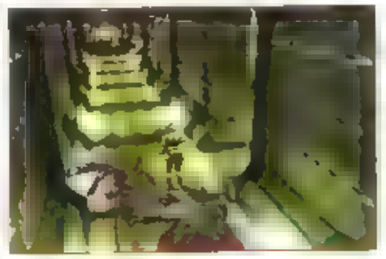
All of the above products priced at R 99.00
For more info contact TCM Marketing on (011) 312-1002

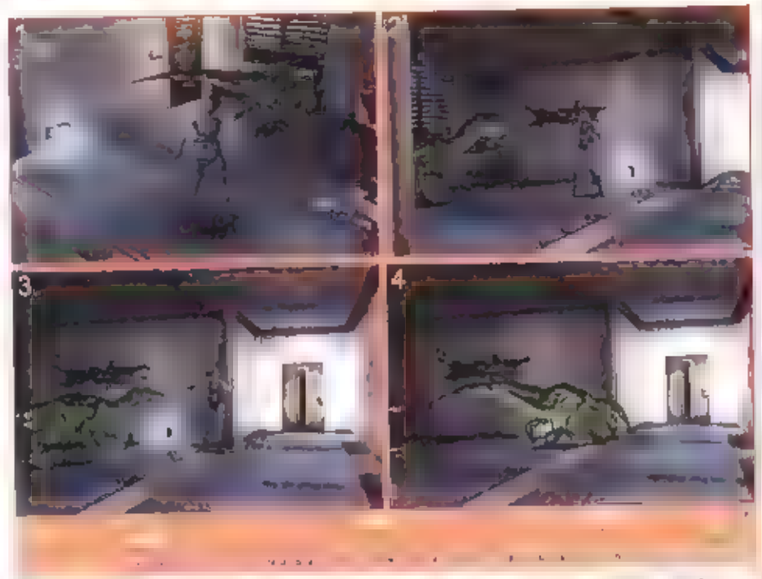
There you have it. Excellent entertainment for both home and the office, at an average of less than one Rand per game - certainly an excellent deal. Please note that any rate employers discovering the NAG offices will be ignored.

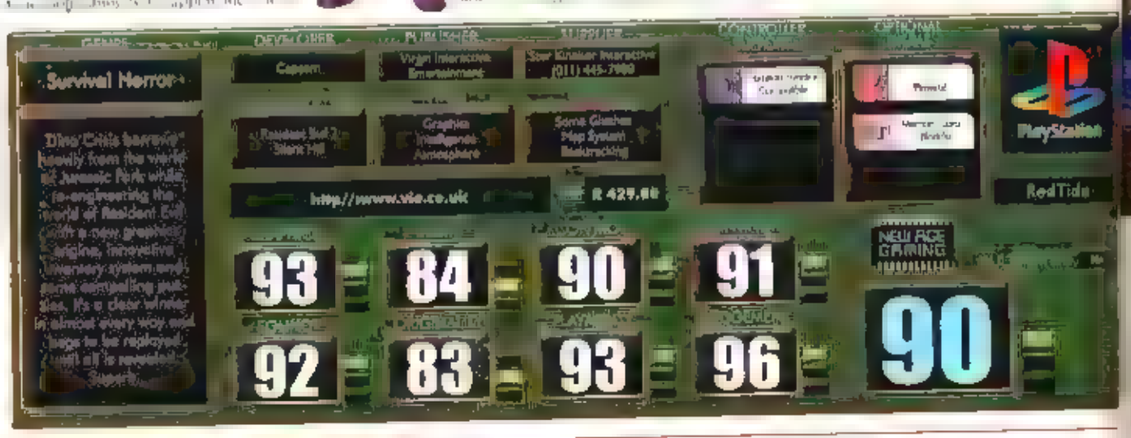
It's not the sound of blood pumping through your veins and rushing in your head nor is it the white knuckled grip on your controller that best sums up Dino Crisis, it's all about the carefully crafted atmosphere and the feeling of dread as you slowly open door number 2. Capcom have tweaked their Resident Evil engine and transported the player right into the middle of a fantastic Jurassic Park dinosaur hunting puzzle action adventure. You all know the genre so well it's another survival horror game and all that can be said is well done Capcom!

Red Tide





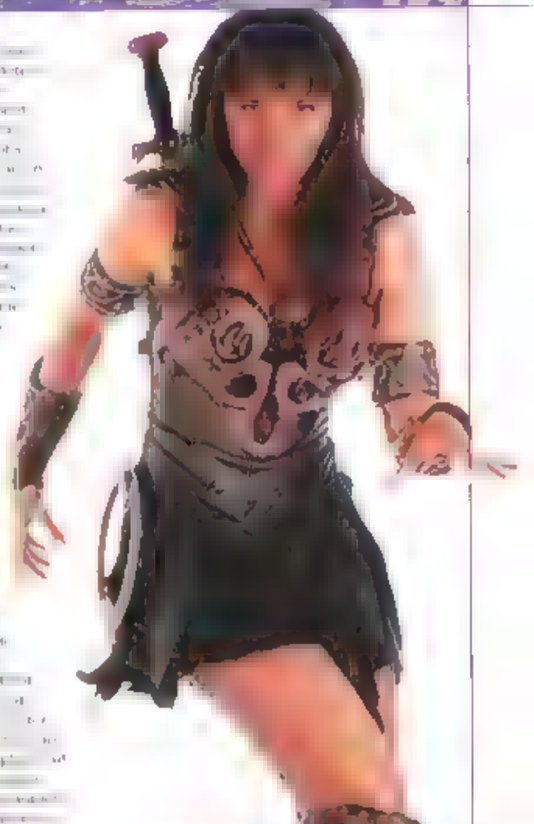


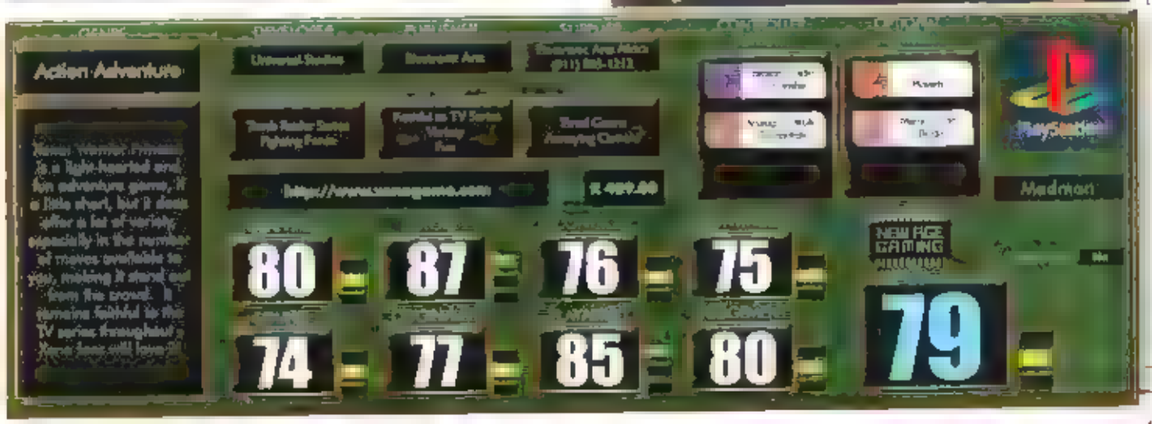


It seems to be the rule rather than the exception that games based on movies or TV shows are utter rubbish. However, Xena: Warrior Princess, thankfully, does not suffer from the TV show license syndrome.

Madman

XENA WARRIOR PRINCESS





The inevitable sequel to one of last year's better 3D platform games has finally arrived, it stars a small purple dragon and his dragonfly sidekick on yet another set of perilous missions. The developers have pulled out all the stops here and for a sequel the game does nothing but impress. The real success of this attempt lies in the fact that if you consider the first game it simply pales in comparison, everything has received a new coat of dragon scales and the good news is that you can still fry the sheep.

RedTide

SPYRO 2
GATEWAY TO GLIMMER

The story in Spyro 2 picks up right where the first game left off [illegible] Spyro [illegible] Artisans World [illegible] Dragon Shores. As Spyro steps through the portal [illegible] Dragon Shores [illegible] beach [illegible] world called Avalar [illegible] The people of Avalar are [illegible] evil [illegible] [illegible] the game is a 3D platformer [illegible] The difference here is that Spyro [illegible] everything [illegible] than the competition and rates somewhere in-between Ape Escape and Crash Bandicoot 3.

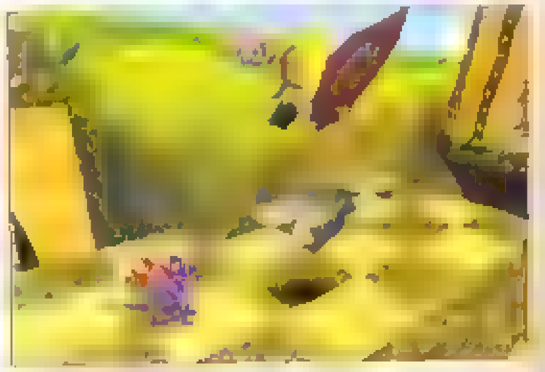
[illegible] to do

There is literally more to do in this game than any other game [illegible] every level has three different [illegible] objectives [illegible] has [illegible] task [illegible] tasks. The great part about this is that some levels feature up to five such tasks and some of them are even [illegible] brain [illegible] complete all of these [illegible] more gems and the more gems you have the more unique abilities you can learn. It really is amazing just how much gaming [illegible] have crammed into [illegible]

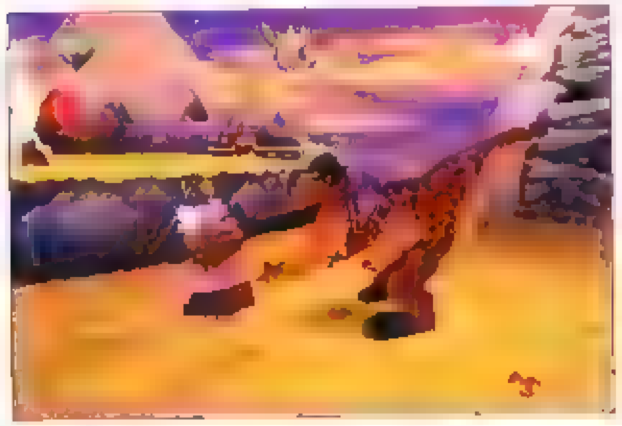
[illegible] gems [illegible] there are [illegible] flying [illegible] level [illegible] even the gems are [illegible] objective [illegible] special challenges [illegible] While you are flaming enemies, leaping across [illegible] and collecting gems you [illegible] special requests, problems or tasks for you to complete. These tasks can [illegible] playing a game of ice hockey, the sheer variety of these challenges is impressive and never once will you [illegible] doing the same thing over. In some instances these special tasks require the use of a special power-up such as super fly, super charge and super flame [illegible] these special abilities you will need to kill a certain number of [illegible]

More [illegible]

[illegible] Spyro [illegible] things [illegible] gems [illegible]



[illegible] much more [illegible] than Spyro [illegible]



[illegible]

3D Platform

As a sequel, nothing can touch it, its much bigger, there's more to do and everything has been improved, even things that didn't need tweaking. The game however still suffers from distracting and awkward camera angles and some minor clipping problems. That aside it still comes highly recommended for almost everyone.

Insomniac Games

Universal Interactive Studios

Ster Kinekor Interactive (011) 445-7900

Spyro The Dragon
Crash Bandicoot
Ape Escape

http://www.playstation-europe.com

R 429.00

PlayStation

RedTide

89 74 83 80

91 69 93 85

NEW AGE GAMING 83

Wrestling games appear to be the 'in' thing those days and as soon as one is released, a competitor with another product is never far behind. Interestingly enough, WCW Mayhem comes from the Electronic Arts stable so you'd expect something special, considering their track record. But can it compete on the same level as the excellent WWF Attitude? Madman

First things is first, I won't be pulling any punches just because this is Electronic Arts' first attempt at a wrestling game, now that we've got that out of the way I'll get on with the review. As one would expect, WCW Mayhem offers most things a wrestling game should, it has a 'career' mode, exhibition matches of various sorts and a Create-a-Wrestler feature. All it needs to compete with the big guns, right?

Theoretically, yes. However, EA have produced a bit of a mixed bag, unfortunately the better part of the mixture isn't that great. WCW games have a history on the PlayStation - tradition dictates that they are usually sub standard pieces of rubbish that would disappoint even the most devoted of fans. THQ managed to waste their WCW license with games like WCW vs. the World and WCW Nitro that didn't really impress anyone. Electronic Arts hoped to change all that with Mayhem but overall, Attitude still comes out on top. The game offers a wide selection of wrestlers, including hidden ones, and boasts a roster with more than 50 names on it. All the old favourites like the mysterious Sting, former WWF man Bret Hart and the balding 'Hollywood' Hulk Hogan are present. Also on offer are a number of jobbers, some of which are hidden, (jobber is wrestling jargon for someone who gets paid to lose to everyone else). Why EA bothered putting them in I don't know, it's not as though anyone is going to get really excited about being able to play as a sideshow freak who has never won a match in his life. The roster is divided up into separate 'factions' such as WCW, the two N.W.O.'s (Black, white and Wolfpac), the 4 Horsemen and the cruiserweights. No problems there, variety never hurt a game.

Mayhem offers a variety of modes, not quite as extensive as Attitude, but nevertheless it does give you a bit of a choice. You can play the Main Event where you set up any match between any wrestlers with your choice of rules. On offer are tag team, handicap, four way, battle royal and standard 1 on 1 matches with a few rules you can change such as making the match a 'pinfalls count anywhere' or no dq.

qualification, no count out or weapons match. You can also play with Raven's Rules (no DQ, no count out, plus count anywhere) - nothing compared to the extent to which you could customise Attitude's match parameters. It would've been nice to see the equivalent of a tornado match included, and I don't know how EA managed to leave out a cage match, the cage has become a 'staple' footage of modern wrestling games! The most innovative feature of Mayhem would be the inclusion of fighting on the runway and 12 backstage areas (you can only access 1 per match though). Unfortunately, all the backstage areas look 'flat' and are poorly drawn. It would've been nice to see some more detail in that aspect of the game. Backstage, weapons do twice the damage and if you manage to get your hands on the electric cattle prod (my personal favourite) you can shock your adversary and cause him four times the damage! Quest for the Belt sees you start at the bottom of the ladder where you have to first fight five other wrestlers for the right to call yourself the TV champion. Once you've accomplished that you move up to the US Heavyweight ladder where you once again have to beat 5 different opponents to become the US Heavyweight champion. Then you have to defend your titles a few times before you move up to the 'top' division. Once again, you start as the fifth contender, once you have beaten the other 4 you earn the right to challenge for the WCW World Heavyweight Championship. Once you've done that, you've won! Once again, the Mayhem version of career mode offers less diversity than its WWF counterpart, all the matches are singles matches with standard rules and there are no 'grudge' matches to make your progression through the ranks slightly more interesting. The main objective of the Quest is to unlock the hidden wrestlers, which is accomplished by winning the game on different difficulty settings with wrestlers from different weight classes.

Quite a neat little feature that has been implemented in WCW Mayhem is the PPV Password mode. While Mayhem doesn't let you create your own Pay Per Views, you can recreate any real life WCW PPV events by entering passwords you will find at the WCW Mayhem website. The password entry mode also functions as the cheat entry mode, where you can unlock all the hidden wrestlers without going through all the pain of actually winning the Quest mode. Even though this doesn't quite compensate for the lack of a create-a-PPV feature it does add to the overall experience.

What did you say my name was?

Graphically, WCW Mayhem far from excels. Characters look generic for the most part, with their faces being motion captured. The characters' shapes are pointed and rough, the crowd are a lifeless blur of colours and the usual wrestling game clipping errors are present, such as wrestlers stepping right through the ropes as well as the odd hand going straight through your opponent. Wrestlers never bleed, even if you have just smashed your opponent over the head 3842 times with the same weapon. Which brings me to another point, weapons in Mayhem never break - you can pound away on your opponent countless times with the same weapon which does add a bit of cheapness to the overall effect of the game. The sets for the different events, such as the PPVs or Nitro, all resemble their real life counterparts which is a plus but you are still left with the feeling that EA took a few shortcuts. Another place where EA have taken some shortcuts is the creation mode. One problem is the excessive length of load times - you get a loading message every time you change a feature of your creation. While the creation mode does let you customise your wrestler's facial features, clothing etc. the options on offer are limited. You can select a hairstyle and colour, as well as quite a selection of masks but when it comes to shirts and so on there is very little to choose from. In the end you will probably end up with more of a patch job freak than anyone resembling anything you might have originally wanted it to. You can assign attributes to your creation in several sections although I have absolutely no idea how to obtain extra points. Another annoying 'feature' of the creation mode is the lack of being able to choose the individual moves for your wrestler - you are limited to the move sets of the 'real' wrestlers. An interesting point is that Mayhem has an exceptionally low number of moves, you will find the same moves assigned to a number of wrestlers, the only real diversity being in their finishers. All moves are performed from a grapple, usually only requiring a single button press which basically makes the game into a 'who can push the button first' contest, bear in mind that finishers are no exception. The game conveniently lets you know when you can pin your opponent with a 'Finish Him' message, a la Mortal Kombat.

Attention Humanoids

Commentary is offered by the duo of Tony Schiavone and Bobby "The Brain" Heenan. Once again, EA have attempted to rip off WWF Attitude with "The Brain" appearing to think he is Jerry Lawler.

Numerous failed attempts at humour complement the 'action' and Heenan's appetite for violence is a clear rip off of the King.

Tony Schiavone's mindless blathering hardly pauses as play by play and often the commentary trails behind the action, which is nothing short of irritating. Lack of verbal taunts from the wrestlers leaves little to listen to during the match, unless you specifically enjoy groans of pain from the opposition you'd be better off listening to your favourite CD or radio station during the match.

When you combine the obvious flaws of the game and the fact that no one in South Africa actually knows anything about WCW you are left with a rotten game.

While in its own right it is mediocre, when compared to the likes of Attitude you realise how bad it is.

It may be EA's first attempt but as I've already said, that is no grounds for me to pull my punches and if EA want to stand any chance against the opposition they are going to have to do better than this. The only people who might possibly find some form of enjoyment in WCW Mayhem are die-hard wrestling fans, especially if they know WCW. It's not much fun to play a game with characters you've never heard of, even though there are a few WWF old boys like Bret Hart, Kevin Nash and Scott Hall. If you're a wrestling fan, you'd be better off with Attitude, Mayhem offers little in the way of innovation or replayability. It may have been good 2 years ago, but it stands no chance against today's competition.

Wrestling Simulation

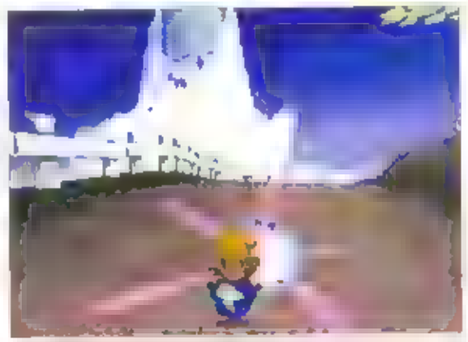
Virtually unknown roster in S.A., sub-standard graphics and worthless sound all contribute towards Mayhem becoming a 1st class failure. Don't even think about it unless you're a die-hard fan, even then you're better off with WWF Attitude!

65	NA	73	50
54	35	75	55

58

Madman

Squaresoft, to many are the absolute gods of gaming. They are the masterminds behind the excellent Final Fantasy series. Now they try their hand at a Kart racer featuring everyone's favourite fantasy chicken, you guessed it, the Chocobo! -



Genre	Developer	Publisher	Supplier	Controller	Optional
Racing	Square Soft	Square Soft	Star Kruiser Interactive (011) 445-7900	Analogue Compatible	Rumble / Memory Card 15 Blocks

Fun and playable, that's what counts. You'll either love it or hate it and, while it may not boast the latest technology, Chocobo Racing offers re-playability and two-player fun. Also nice to see appearances by familiar Final Fantasy characters!

Compatible: Crash Team Racing | Easy To Play Lots of Fun Varied | Dated Graphics The Cute Factor

http://www.squaresoft.com | R 429.00

PlayStation | Madman

Sound	Original	Playability	Enjoyment	Multiplayer	Overall
65	77	83	88	Yes	78
68	75	89	75		

Experience the full on thrills and spills of high-speed Grand Prix Motorcross competition at the very highest level. The bike, the challenge, the obstacles, and the dangers are all recreated in perfect detail. Developed in association with the RWJ SILKOLENE HONDA GRAND PRIX MOTOCROSS Team, this is the dirtiest you can get without taking a mud bath.

He's a twenty year old yellow ball that eats pellets and dodges ghosts for a living, he was around when a game of space invaders still sounded like a good idea, he's been the inspiration of a thousand different video games. Say hello to Pac-Man. It has been a long twenty years since we saw the first Pac-Man arcade machine, now Pac-Man is back and looking as good as ever

PAC-MAN WORLD

Genre	Developer	Publisher	Release	Controller	Optional
3D Platform	Namco	Sony Computer Entertainment	Sony Kinako Interactive (011) 445-7980		

Cash Bandicoot 3: Pac-Man | Core Three Modes Well Executed | Limited Linear Nothing New

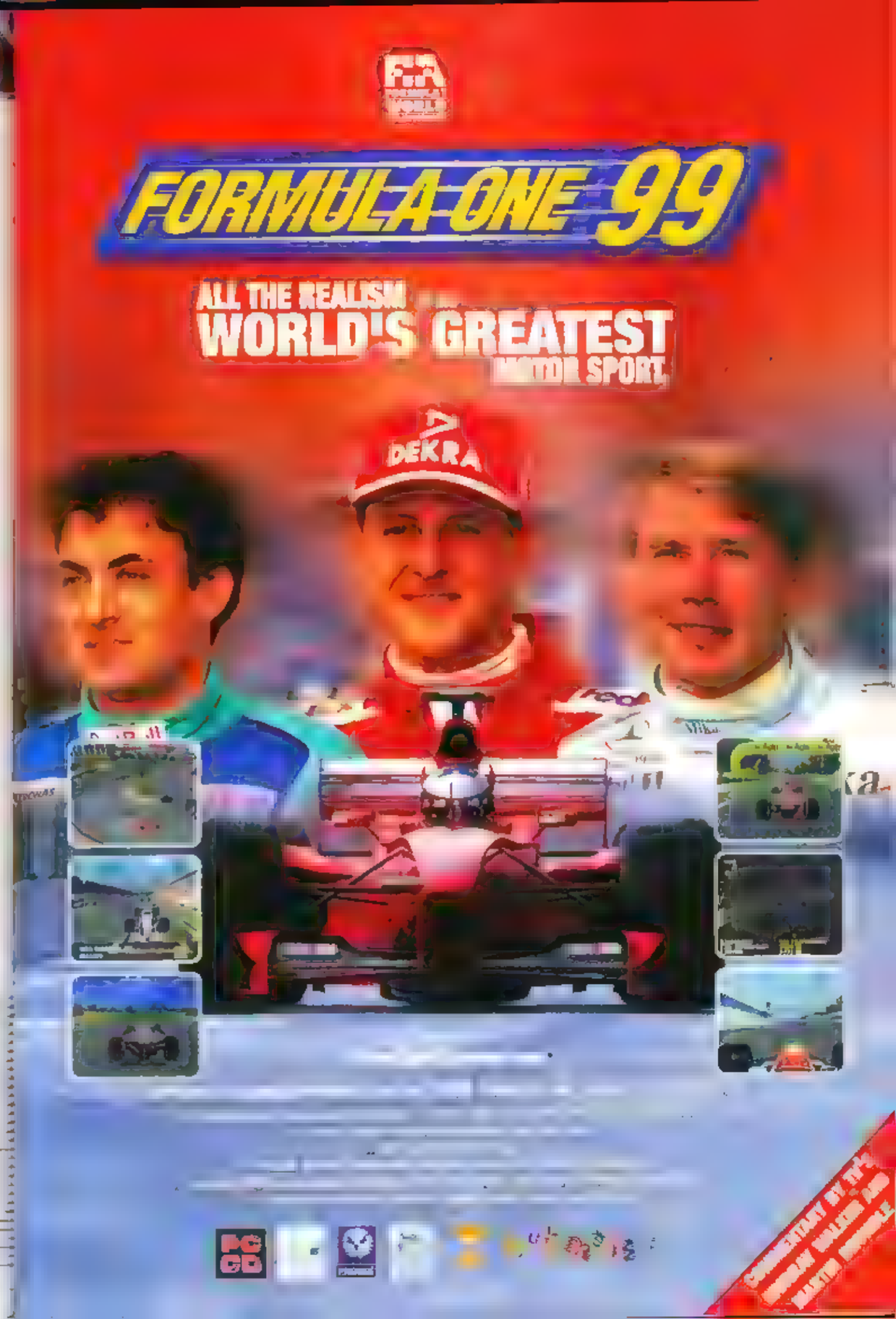
http://www.playstation-europe.com

PlayStation | RedTide

A good solid platform game that would suit the younger player better. Pac-Man is looking very good for a twenty-year-old tennis ball. The other game modes are fun for a while and will offer some solid diversion once you've completed the game. It's not all that classic any more.

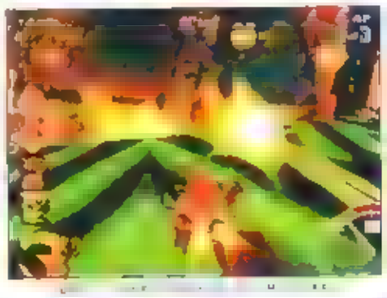
Graphics	Sound	Gameplay	Longevity	Overall
81	62	80	84	78
78	77	86	75	

NEW AGE GAMING



Here we go again, another racing game for the PlayStation, just another title to add to the ever-growing list of racing simulators for the console market. It seems that these games are really popular because every developer appears to be churning them out at an alarming rate. But how much racing can one relatively sane individual take? I mean, really, after seeing so many racing tracks, so many cars, so much of the same thing, they kind of all just blur into one big rush of twists, turns and prangs. How good can another game be?

Shryke



Genre	Developer	Publisher	Supplier	Controller	Optional
Racing Simulator	Naughty Dog	Sony Computer Entertainment	Sony Kinetic Interactive (011) 445-7900	Standard pad Compatible / Analogue controller compatible	Memory card / Rumble pad

Chocolate Racing, Speed Freak, Bad Storm

Easy To Play, Great Graphics, Not Overly Challenging

Not Very Original, No Real Story, Unbearable Cut Scenes

http://www.playstation-europe.com/ctr/

R 429.00

PlayStation

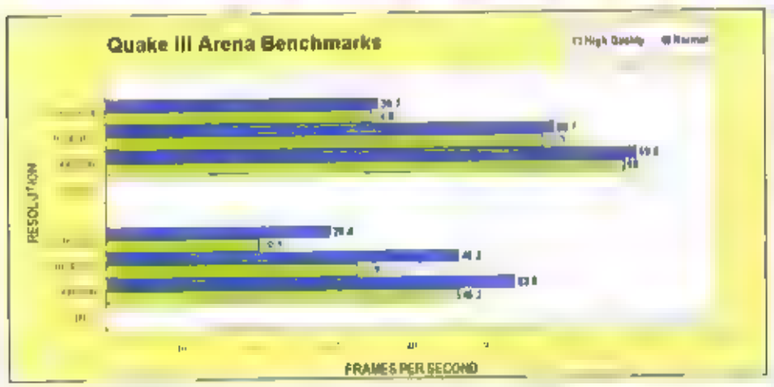
Shryke

Sound	Originality	Playability	Longevity	Overall
87	75	91	80	83
92	60	92	85	

NEW AGE GAMING

Great fun is to be had by all who take on Crash Team Racing, a fast paced racing simulator featuring everyone's favourite unidentifiable furry mammal, Crash Bandicoot. The whole cast is present in this fun, easy to control speedster, and it is guaranteed to be a hit with the whole family.

3D Blaster GeForce PRO



Distributor: MMW SDD
Tel: 01 652 8400

Pros: Excellent Performance
DDR RAM
Glide API Support

Cons: Price

RRP:

Internet: www.creative-asia.com

Genius Comfy PC Multimedia 96 Keyboard

Distributor: TVR Computers
Tel: (01 807 1390

Pros: Easy Programme Access
Comfortable To Use

Cons: Wrist Rest Takes Getting Used To

RRP:

Internet: http://www.tvr.co.za

Creative Video Blaster WebCam3

Distributor: MMW SDD
Tel: (01 652 8400

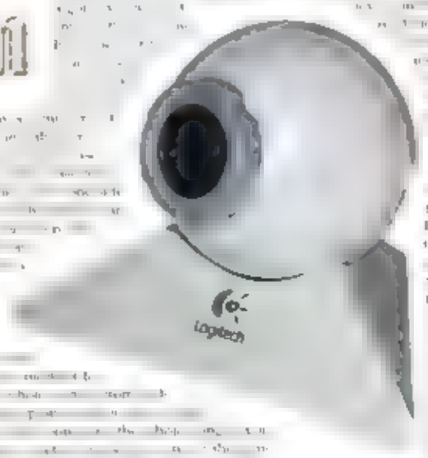
Pros: Inexpensive
Amazing Image
Good Software

Cons: Slightly Blurred Video

RRP:

Internet: http://www.creative.com

Logitech QuickCam Express



Distributor: Crew SDD
Tel: (01 233 1

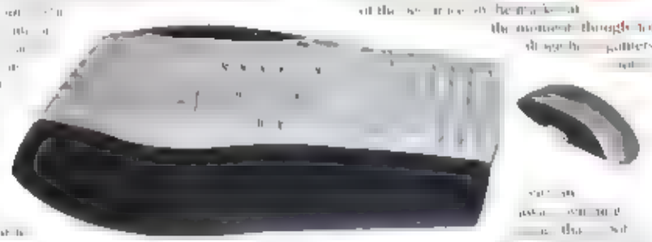
Pros: Inexpensive
Easy To Use
Robust Design

Cons: Limited Movement
Low Resolutions
Blurred Images

RRP:

Internet: http://www.logitech.com

Logitech Cordless Desktop Pro



Distributor: Crew SDD
Tel: (0 1) 233 1 1

Pros: Advanced Radio Technology
Both Mouse and Keyboard Solution
Everything at the Touch of a Button

Cons: Batteries Needed

RRP:

Internet: http://www.logitech.com

Logitech Solution

Dexxa Gamepad

Distributor: Crew SDD
Tel: (0 1) 233 1 1

Pros: Extremely Affordable
8-buttons
Entry Level Status

Cons: No Dedicated Drivers
Ok Design
Not for the Dedicated

RRP:

Internet: http://www.dexxaweb.com

Distributor: Crew SDD
Tel: (0 1) 233 1 1

Pros: Wonderful Design and Size
High Performance Specs and Technology
Excellent Sound Definition

Cons: Expensive for 3 Speaker System
Lacks Performance over 60% Max Volume
No Digital Support

RRP:

Internet: http://www.logitech.com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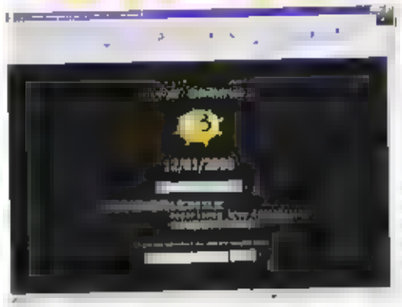

WWW.PLAYGAMES.CO.ZA
COMING 21 JANUARY 2000

Gamer's League of South Africa Goes Airborne

On a Saturday the 20th of November 1999 100 of South Africa's sim-crazed enthusiasts gathered at the Swartkops Airbase to witness a bit of the old and the new of the flying era. What they did not expect to see was a virtual flight arena filled with dog-fights and flight paths.

In conjunction with Electronic Arts Africa, Logitech and Pinnacle Micro Computers, the GLSA was able to put on a show stopper of note. People from all walks of life, young and old, were able to fly some of the latest flight sims available and also managed to get a sneak peek at Janes latest USAF.

As the World War 2 Spitfires and Mustangs took flight we slowly eliminated squadron after squadron of pilots until we had only one.

Congratulations go to our first virtual squadron winners who each walked away with EA games and caps. Many thanks from the GLSA goes out to the sponsors on the day for making it an overwhelming success, so much so that we have been given a permanent invitation for the shows to come. See you there again next year.

OVERALL WINNERS: ROBIN BLAKE (ABE 35), MURRAY NEMAHIN (ABE 18), ROBIN FAKES (ABE 17), RENALDO VAN DER MERWE (ABE 19)

The Demo Scene

Big News: Free 3D Engine!

By PAUL FURBER

QUAKE SOURCE!

id software gave the Quake community a nice present just before Christmas last year - the complete source to Quake 1, GlQuake, QuakeWorld and WinQuake. The source is licensed under the GNU General Public License which is the same license most of the Linux operating system code is released under.

Legalese aside, it means the code is free for use in both commercial and non-commercial environments, provided any changes you make are also released under the same license. So for instance you can't make a commercial game and sell it using the Quake engine without making all the source code available. Also the data files (maps, sounds, music) are copyrighted by id, so should you want to make a game, you'll have to make your own.

Quake is possibly one of the most popular games ever, given its following on the Net. The Guinness Book of Records lists it as the game with the largest following. This is thanks mainly to the huge number of web sites devoted to all aspects of the game - playing it, playing against others on the Net, or making your own modifications to it, but could also be because it really is one of the best games ever written.

Programmers of all ilks should be happy. Before the source release, plenty of scope was available to change aspects of Quake since the game logic was available in source form. But the actual rendering engine was hidden in binary form only. You were stuck with any limitations it had. This didn't stop hackers across the world from making all kinds of innovative additions to the game, but they were limited by what they could do. No longer. The whole source is available for free, including the OpenGL code, the QuakeWorld client prediction and server code and the core game engine itself - components which would have cost a couple of million dollars to license if you wanted them four years ago. But there are some catches for all would-be Quake clone makers. The source code itself is difficult to understand unless you already know how the game's supplementary programs work. These were released just after the game itself and include the tools for creating, lighting and saving maps and characters. The code for drawing levels is pretty incomprehensible unless you know that Quake levels are compressed BSP trees with some additional information stored at each tree node for speed purposes. The reason software Quake was so fast on a P-75 was mainly due to the clever design of the levels. Assembler junkies will be happy; there's also about 10 000 lines of optimised assembly language in AT&T format included. At a total of over 100 000 lines of code, the source to Quake is decidedly non-trivial. Renowned [illegible] of the finest minds in game programming history over two years to put together, and that's not counting the GL code or the networking improvements introduced in the multiplayer-only QuakeWorld that were added later. There are also no indexes, no hints of where to start looking and no overall map of how it fits together. But these won't take long to spring up on the Net. [illegible] look at [illegible] for an early example. I reckon it will take six months or less for someone to come out with a free game based on the source. But if you're a beginner games or demo programmer, it's not a good place to start looking for hints. Sure, there are plenty of gems: pipelined polygon drawing code in assembler, clever optimisations for level drawing, a brilliant Z-buffer implementation and all the networking code you could ever need for your own game... But there are still no short-cuts to being the next Carmack.

(Mail [illegible] if you violently disagree with the above, want to chat or want more pointers on how to get started).

Important Information
This section is for PlayStation exclusively, PC gamers please see the cover CD where we place any new cheats for PC games. The archive on the CD is ongoing and contains all PC cheats to date. In the future we may consider placing a PlayStation cheat archive on the CD.

PLAYSTATION CHEATS

Spyro 2: Gateway to Glimmer

See the Crash Team Racing Demo
At the intro menu screen, hold L1, R2, and press Square.

Resident Evil 3: Nemesis

Killing Nemesis
If you can, try and kill (disable) Nemesis at every opportunity you get. Every time you manage to kill him, he will drop an item for you. The items he drops are as follows.
1st time: Eagle part A
2nd time: Eagle part B
3rd time: First Aid Kit
4th time: M37 part A
5th time: M37 part B
6th time: First Aid Kit
7th time: Unlimited Ammunition Kit
The Eagle parts combine to form the Eagle 6.0 handgun. It fires 9mm bullets and has a chance of causing a 'critical' hit. This 'critical' hit will kill any non-boss opponent with one shot, but it happens randomly.
The M37 parts combine to form the M37 Western Custom Shotgun. This is a shotgun a little bigger than a pistol and has a very good rate of fire. It only stores 5 shots of 12 gauge, but is still a very good gun.
The Unlimited Ammo Kit can be combined with any weapon in your arsenal to give it unlimited ammunition, combining it with the Magnum is the best option.
Mercenary Mode
Beat the game on hard and you'll get mercenary mode.
Explosive Stuff
During the game you will see sticks

of dynamite strapped to the walls, or oil drums lying around. Usually there are a lot of monsters by them. When you see them, press L2 and X and it will aim to the objects and blow it and all of the monsters around it into bits. Just don't get too close to the explosive, or you will blow up.
Boutique Key
Beat the game once on either difficulty and after the credits, you will get a key for the boutique in the first street in the beginning of the game. When you go inside you can change your clothes to Regina's from Dino Crisis, or Jill's blue clothes from the first game.
Saving Ammo
In the beginning Brad will get attacked by a zombie in the bar. He will throw him and the zombie will come back at him. Jill will run over, you will take control. Don't help Brad kill the zombie. You will save 5 to 7 shots if you don't shoot.
Hints
The shotgun can be your best friend against normal zombies. When they come in small numbers or single file, aim and wait until they are

almost on you and fire once for an instant, brain exploding head shot, or aim straight at a group to hit a wide spread of targets.
Don't be afraid to run away very fast, especially when you're low on ammo or when you're facing Nemesis in the earlier parts of the game. Hand-to-hand combat with the knife against these enemies is never a good idea.
The Magnum almost always unleashes an instant-death head shot on zombies, but the ammunition for it is scarce most of the way, so it pays to save it for later.
Because you get branching choices for certain events, always pay attention to your environment for clues to how the choices might lead - they inevitably trigger an FMV sequence that shows Jill escaping in the fashion you selected. Most of the time, the outcomes are predictable, and usually your choice doesn't particularly matter to the rest of the game.
Get the STARS Card
When you first encounter Nemesis outside the police station, choose to fight the monster. Then run to Brad's body and search him for the card case. Check the item and you will get a STARS card. You can use that in the computer in the main hallway for the safe code.
Get the Rocket Launcher
To get the rocket launcher, you must first defeat Nemesis in the garbage disposal area to get the card key, and then take the facility key to the machine that is next to the place where you put in the water sample. Use the facility key in the ultraviolet ray machine and it will put codes on it. You can then return to the room with the steam coming out of the pipes and go on the elevator. Use the facility key at the door at the end and you will get the Rocket Launcher.
Find Hostages
In the mini-game mercenaries you must save 6 hostages.
1 - Dario Russo - He's in the gas station.
2 - Woman - She is in the upstairs room of the press office.
3 - Brad - In the basement of the restaurant.
4 - Officer Branaugh - He's in the area where you find the fuse.
5 - Umbrella team member - In the area where you find the oil additive.
6 - Umbrella team member - In the bar.

Tomb Raider 4: The Last Revelation

Atomic Lara
Turns Lara's pistol into a nuclear missile launcher. During the title screen loader enter L1, L1, L2, Triangle, Circle, Circle, X, X, X, R1, R1, R2, L2, Square. After that you have to get to the second level and pick up the shotgun ammo in the tomb when you don't have a shotgun then go to your inventory and click on the shotgun ammo and it will be your pistol and then press L1, L1, L2, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2 then put it away and take it out again. It will then shoot nuclear missiles.
Gold Skulls in the Training Level
In the very beginning walk to your

left go a little up and you should find a golden skull. When he is teaching you the running jump automatically fall to the back and you should get another skull.
Level Skip
Turn Lara exactly North according to her compass, then enter the inventory screen. Highlight the 'Load Game' selection, hold L1 + L2 + R1 + R2 + Up and press Triangle.
Note: A good way to have Lara face exactly North is to have her hang from a ledge that is facing North. Then while continuing to hang from the ledge, press Select to enter the inventory screen.
All Weapons, Infinite Ammunition, Medipacks
Turn Lara exactly North according to her compass, then enter the inventory screen. Highlight the 'Small Medipack' selection, hold L1 + L2 + R1 + R2 + Up and press Triangle.
All Items
Turn Lara exactly North according to her compass, then enter the inventory screen. Highlight the 'Large Medipack' selection, hold L1 + L2 + R1 + R2 + Down and press Triangle.

Tomorrow Never Dies

Cheat Mode
At pause screen press Select, Select, Circle, Circle to get cheat mode.
Then enter these codes to activate the following:
Full Health
Triangle, Select

All Weapons & 50 Medkits
L1, L1, R1, R1
Beat Current Mission
Select, Circle
Ethereal Mode (become invincible and pass through objects)
Triangle, Triangle, Triangle, Triangle
View all FMV Sequences
L1, L1, L1, L1, L1, L1, L1
Debug Mode
L2, R2, L2 (Note: To disable, press R2, L2, R2)
HUD Toggle
Left, Right, Select
Toggle Light Source
Select, Select, Circle, Circle
Toggle Spy Camera
R2, R2
Level Select
L1, L1, Circle, L1, L1
Minimum Health
Down, Down, Up
Freeze all Objects
Select, Select, R1, R1
Another Hood
When in the Carver Media Centre, after escaping from the cell return to where you set Paris. You should see another James Bond standing in the place of where Paris was standing.

Warpath: Jurassic Park

Single and Survivor Modes
Successfully complete arcade mode on any difficulty setting with any character to unlock single and survivor modes.
Exhibition Mode
Successfully complete arcade mode on any difficulty setting with eight regular and five bonus characters to unlock exhibition mode.
Bonus FMV Sequence
Successfully complete arcade mode on any difficulty setting with all fourteen characters to view a FMV sequence featuring dinosaurs.

Test Drive 6

To enable the corresponding cheats type in following as name:

Name	Code
OPTOP	All challenges
DEUY	All cars
SPORTS	All tracks
CVCVBN	All quick tracks
QTPHYP	Short tracks
FFOHMTF	Disable checkpoints
AKJOQ	Get $6 000 000
KPTTR	Stop The Bomber mode

WCW Mayhem

Cheat Codes
Enter these codes as a password at the PPV password screen:
All backrooms - CHCKRMS
Play as same wrestlers - DPLSMGRS
Classic TNT Nitro set - PLYNTRCLSC
Super created wrestlers - MKSPRCMS
All wrestlers - PLYHGMZYS
Quest For The Best mode - CHT4BEST
Transform Billy Kidman - NGGDYNIN
Stamina meter - PNNTSTMN
Momentum meter - PNNTMMNTM

Throw a Weapon into the Ring
Press L2 quickly followed by Square while weapon is in your hand, your wrestler is close to the ring, and your opponent is in the ring.
Flush 'em
In the Bathroom backstage area, Irish Whip an opponent into a urinal to trigger the sound of it flushing. To perform the Irish Whip, press Square to grapple with an opponent. While grappling press the D-pad + R1.
World War III PPV
Enter "yKh0JS=JQLaFs" as a PPV password.
Halloween Havoc PPV
Enter "rd"pKGmZ-<yL" as a PPV password. Matches include Disco Inferno vs. Lash LeRoux for the Cruiserweight title, Bret "Hitman" Hart vs. "Total Package" Lex Luger, DDP vs. "Nature Boy" Ric Flair, and Sting vs. Hollywood Hogan for the World title.
Play as Arn Anderson
Complete Quest For the Best mode with a Cruiserweight wrestler on hard difficulty setting.
Play as Bobby Eaton
Complete Quest For the Best mode with a Cruiserweight wrestler on easy difficulty setting.

Play as Lash LeRoux
Complete Quest For the Best mode with a Cruiserweight wrestler on medium difficulty setting.
Play as Rick Steiner
Complete Quest For the Best mode at hard difficulty setting.
Play as Scott Hall
Complete Quest For the Best mode at hard difficulty setting.
Wrestle as Sgt. Buddy Lee Parker
Complete Quest For The Best mode with any wrestler on the easy difficulty setting.
Wrestle as Sonny Onoo
Complete Quest For The Best mode with any wrestler on the easy difficulty setting.
Wrestle as Bobby Blayze
Complete Quest For The Best mode with a non-cruiserweight on the easy difficulty setting.
Wrestle as Ben Bam Bigelow
Complete Quest For The Best mode with a non-cruiserweight on the medium difficulty setting.
Wrestle as Barry Windham
Complete Quest For The Best mode with a non-cruiserweight on the medium difficulty setting.
Wrestle as Jimmy Hart
Complete Quest For The Best mode with any wrestler on the hard difficulty setting.
Wrestle as Chris Jericho
Wrestle in all thirteen backstage areas during Quest For The Best mode.

Please send any cheat requests to assassin@nag.co.za.

Send Off

Happy New Year to everyone! New Age Gaming is back in the new millennium and we kick the year off with a foiled Quake 3 Cover and a bumper Quake 3 Arena Cover CD filled with all the goodies any Quaker could ever wish for. There are maps, models, and skins, editing utilities and of course the official demo - and this is only the beginning. Throughout the year I will be putting on modifications, skins, maps and utilities so everyone can start practising their skills for our GLSA events. Of course our action game for these events will be Quake 3 and we are currently researching better methods of logging statistics and different methods to implement a GLSA ranking system. We will be announcing particulars of our upcoming events soon so make sure to watch the GLSA website and our magazine closely if you think you've got what it takes to become number one in South Africa. We currently would appreciate some input from the public about LAN events being held, other multi-player competitions, and just general get-togethers for multiplayer gaming happening around the country. If you have anything to report send an email to assassinsag.co.za including the type of network running, which games are being played and how many people will be attending. Y2K has come and gone and funnily enough my PC is still running fine. I hope that everyone out there can say the same. If you ask me it was just one big bug full of air, assuming you have a more recent motherboard of course. Now that the New Year has arrived all the outstanding and probably some of the most anticipated games that should have been released last year will be arriving. The whole company is looking forward to the release of Diablo II and personally I look forward to the release of Final Fantasy VIII for the PC. Windows 2000 will make its appearance as well and is being launched on the 17th of February. At last an operating system that doesn't require any reboots when you install new drivers and will hopefully be more stable than Windows 98. If most of these ship on schedule it is going to be a Happy New Year indeed. Well time again for the Editor to do his predictions while I go chuckle in the corner. Are we ever going to get these release dates correct? Not that it's our fault. I think all developers should have a New Years resolution - 'We will ship our games on schedule and stop messing up NAG's release predictions.'

Quake 3 Cover Disc!

Just for once we'd like to see these predictions come true. We're all holding thumbs...

TOMB RAIDER THE LAST REVELATION

Lara Croft has returned, for the last time... or so we think. Tomb Raider: The Last Revelation is perfectly positioned to wrap up the series and show us a little more about who Lara Croft really is - she even gets to save the whole world. This last game has made many promises and next month we'll find out if any of them are true. Get ready for some serious tomb raiding.

Ultima Ascension

Would you like to explore an enormous virtual world, talk to people who don't really exist and fight a thousand hairy monsters with only a small short sword? If this sounds like the kind of fun you live for then make sure you read our in-depth review of Ultima Ascension IX next month. They say this is the last game in the long-standing series, so we're expecting something special.

Unreal Tournament

Is this the next big first person shooter - is it better than the rest? The debate still rages on over which is better, Quake 3 Arena or Unreal Tournament - the lines have been drawn and first blood has been spilt. Next month we put this high-speed run and gun shooter under the microscope, and decide which game comes out on top - we're guessing you already know the answer to that one.

a NAGging suspicion

tales of desperate self improvement from the NAG offices, as told by SHRYKE